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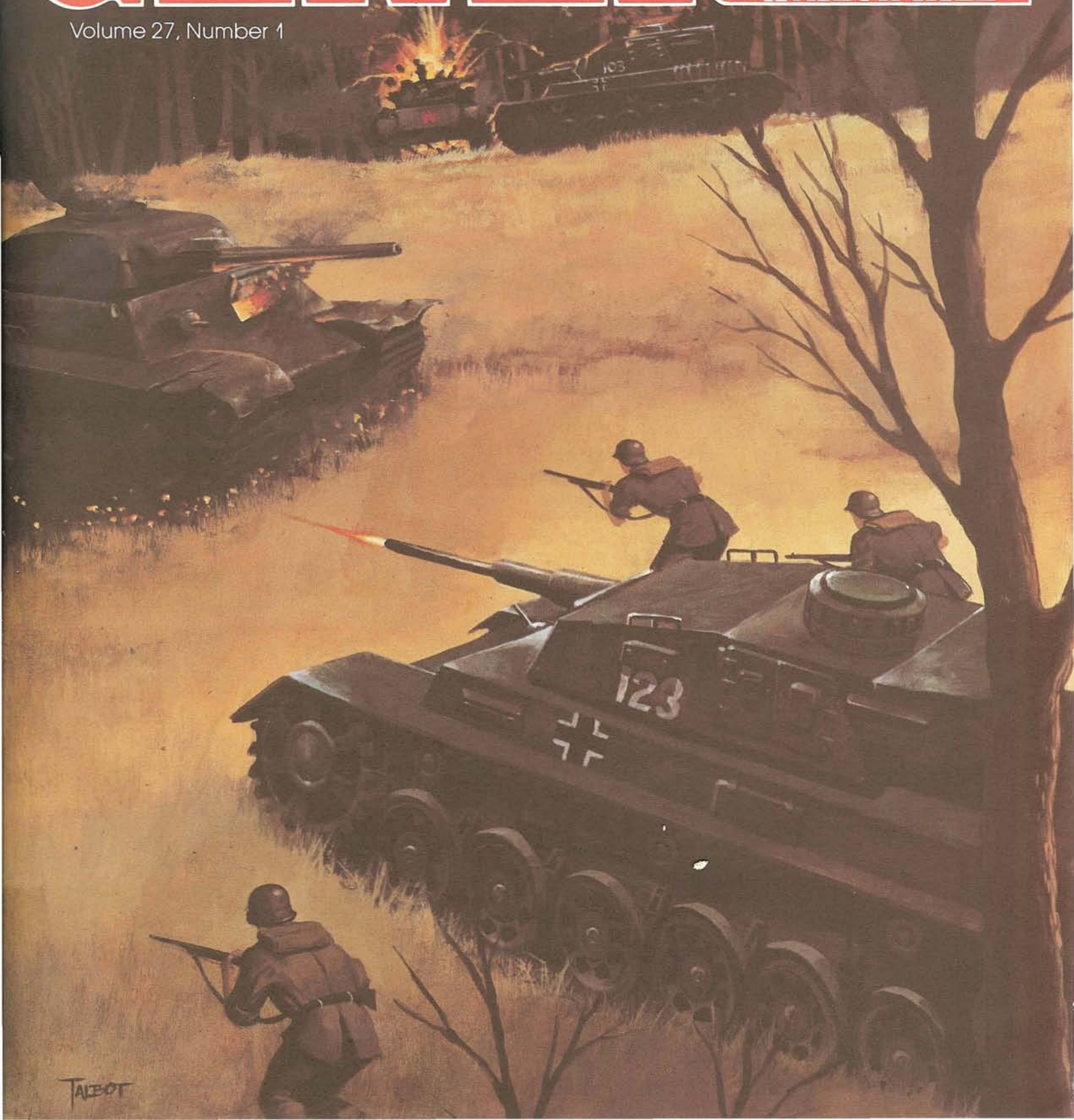
TP: Stalingrad

GENERAL

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★ AVALON HILL

Volume 27, Number 1



TALBOT

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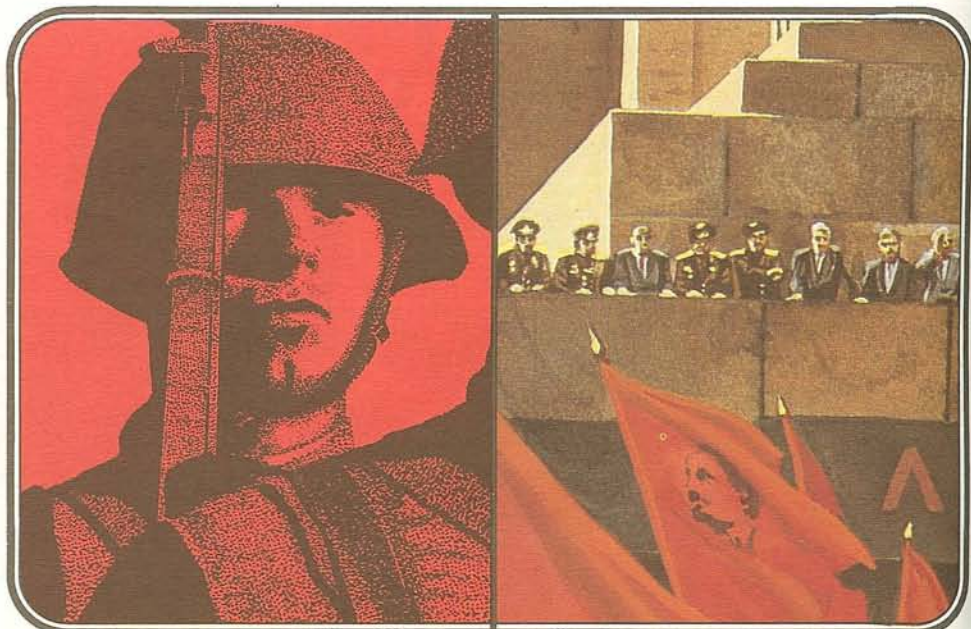
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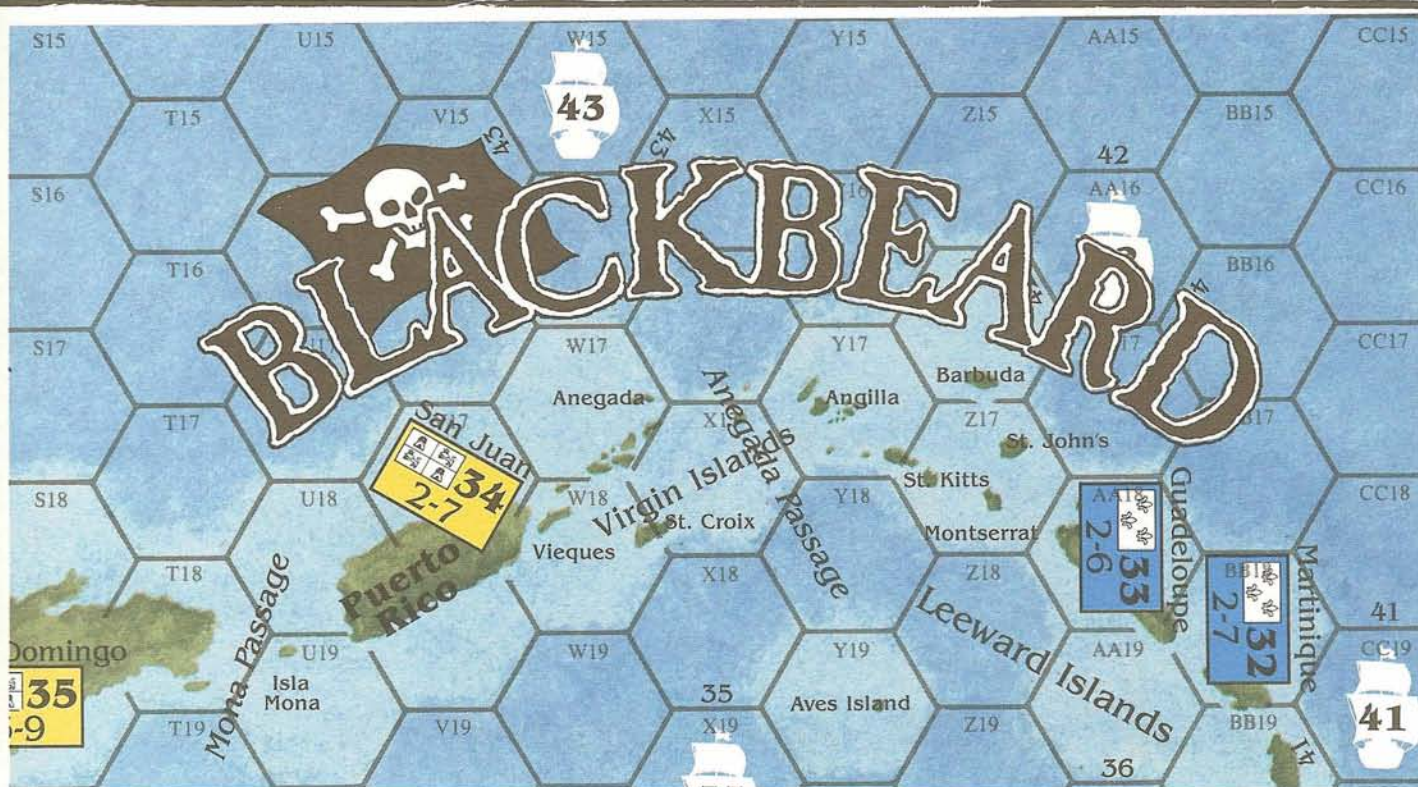
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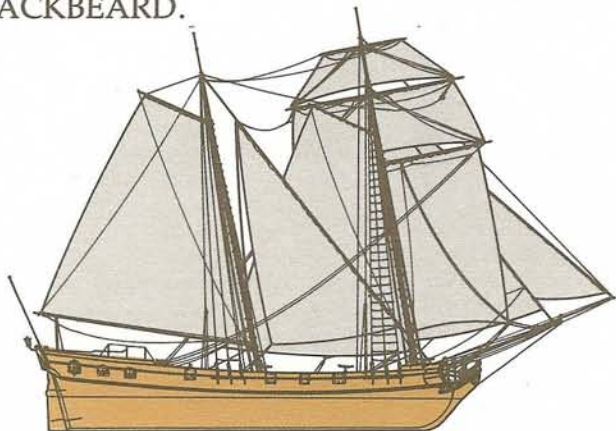
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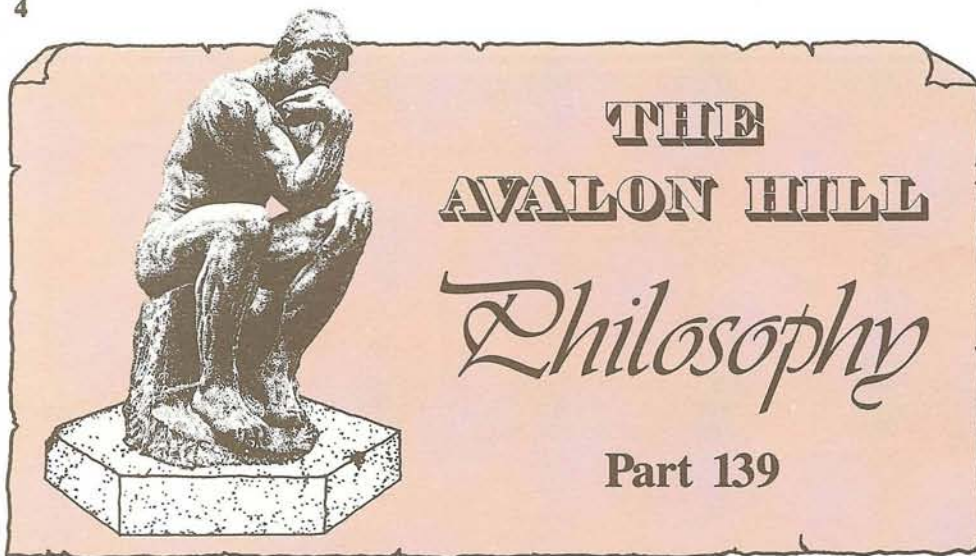
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The following "guest" editorial is taken from a piece entitled "Portrait of the Gamer as Enemy" by Mr. Chris Crawford in his *JOURNAL OF COMPUTER GAME DESIGN* (Vol. 4, No. 1; October 1990). While Mr. Crawford is addressing a problem facing computer game companies, I believe his comments are equally applicable to the wargaming hobby. As you read the following, dwell on the parallels. This editorial, with some editing of material specifically related to published computer designs, has been reprinted with Mr. Crawford's kind permission. Would that wargaming had had someone as able to point out the pitfalls we were facing two decades ago.

Picture the typical computer game enthusiast. He's a white male in his twenties, well-educated, and spends a lot of time every week playing games. He subscribes to *Computer Gaming World*, possibly *Questbusters* or some other specialist periodical. He is an opinion leader, guiding his friends in their purchase decisions. He spends a lot of time on national networks such as GEnie or Prodigy discussing the latest games. Most important, he spends a lot of money every year on games.

Now picture a cross-hairs centered on his head. Paint an evil moustache on his face, and an ugly leer on his lips. Picture him as "The Enemy".

This picture doesn't seem right, does it? The games aficionado is our bread-and-butter customer, the mainstay of our business. He loves games and loves to talk about games. He's our kinda guy, the last person in the world you would want to think of as "The Enemy".

But there's a problem. You see, Joe Enthusiast is an activist. He makes sure that his opinions are known by the publishers. His voice carries a lot of weight because he speaks up. To use the polarized nomenclature of an earlier time, Joe is part of the "Vocal Minority" (as opposed to the "Silent Majority" who don't send in their warranty cards or write letters or post messages on the nets).

"Why is this a problem?" you wonder. What could be more fair than to listen to the people who care enough to speak up? The

problem here is that what may be fair to some people may be unhealthy for the industry. By listening to these people, we who create games could end up killing the industry. To explain how this could happen, I need to give some background.

Let's think of our customers in statistical terms. We know a lot about the average player, but the market is composed of people who fall above and below the average. There have been lots of market analyses, and their results show a lot of scatter but, roughly speaking, our average player has gotten about four years older in the last eight years. This means that we're losing people as they age. The typical player enters the audience at a younger-than-average age, stays in for a few years, and then gets out.

Assuming that our goal is to have the largest possible base of players, our problem is two-fold: 1) to get more people to enter the marketplace; and 2) to get them to stay in longer.

This involves more than merely getting computer owners to try one game. Our problem is to get them to try several games, to get them to really dip their toes in the water. We face two obstacles here.

First is the general bias against games as an adult form of entertainment. "Games are for kids; playing games is childish." Our best strategy here is to differentiate computer games from video games. If we can establish a public perception that computer games are to video games as movies are to cartoons, we can whittle away at that long-held bias. But that's another editorial . . .

The second obstacle is the likelihood that the novice player will get burned by purchasing a game that is completely beyond his ken. The most dangerous games here are the sequels, games based on earlier games in a long line that goes far back into the past . . .

Because these companies listen to their customers (or rather, to the ones who talk), they refine their game systems with each new release. But—and this is the key point—the refinements reflect the tastes of the aficionados, the people who spend a lot of time with the games. These people want more depth, more complexity, more trickiness.

And so the games get hairier with each new edition.

Guess what happens to the poor slob of a beginner who buys one of these games? The game stomps him flat in the first five minutes and makes him feel like a fool. This person is not going to become an avid gamer. Thus, these games poison the well of new players. This is not what we as an industry want.

And let's dispense with the marketing bull that these games are as accessible to the beginner even as they are challenging to the enthusiast. That's ad copy—not honest opinion.

The magazines contribute to the problem. Beginners don't buy magazines like *Computer Gaming World* or *Questbusters*; aficionados do. These magazines therefore properly reflect the tastes of the aficionados, bringing further pressure to bear on developers to make the games more suitable for aficionados—and less suitable for beginners.

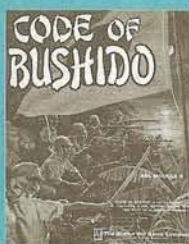
Our second broad problem is to keep players interested once they've been hooked. This is the major argument in support of catering to the aficionados, but I think that it is misplaced. The key question here is, "do the aficionados make up the majority of the gaming audience?"

I don't know, and I don't think that anybody knows. It's almost impossible to tell the difference between the player who *hopefully* buys a dozen games, trying to find one that strikes his fancy, and the player who *avidly* buys a dozen games, loving every one. When the only one who's talking is the aficionado, it's all too easy to congratulate ourselves that we've done a great job. When the former buyer gives up and abandons the market, we shrug our shoulders and ignore the implicit message.

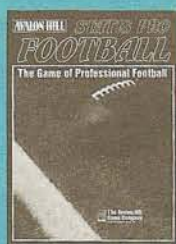
It can be argued that the success of the games that cater to the aficionados is the best proof that we are doing something right. That's true—but it's also true that the slow aging of the gaming population strongly suggests that we are losing a lot of our audience. Maybe we *are* doing something right; could we be doing "righter" if we weren't losing so many players.

We have a sobering precedent to consider. Back in the 1970s a company called SPI rejuvenated the flagging board wargame industry and sparked a boom in the business. For five years, SPI rode high with a series of impressive designs. One of SPI's "secret weapons" was its feedback survey. The principals at SPI paid close attention to those survey cards, and as a result the SPI games grew progressively bigger, more complex, and more obscure. Introductory level games grew rare, and game rules manuals became longer and longer. Unsurprisingly, SPI began a long downhill slide, finally collapsing in 1981. The board wargames industry didn't die, but it never regained the luster of its heyday in the mid-70s. There were many reasons for the decline, of course, but catering to the aficionados was one of them.

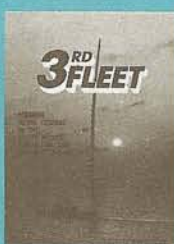
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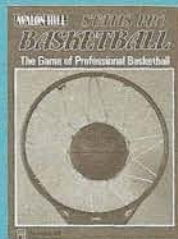
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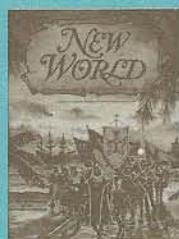
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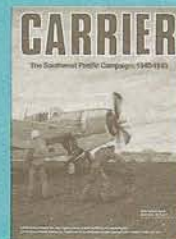
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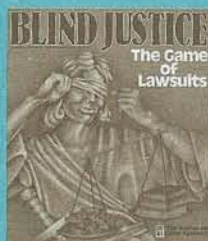
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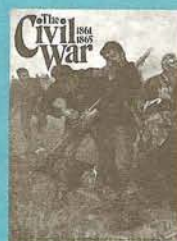
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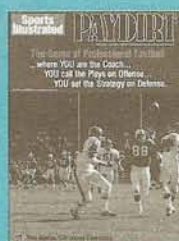
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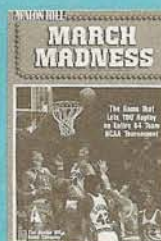
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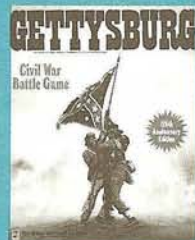
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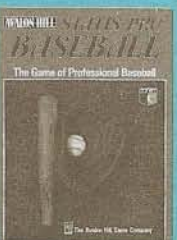
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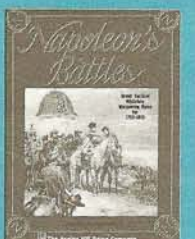
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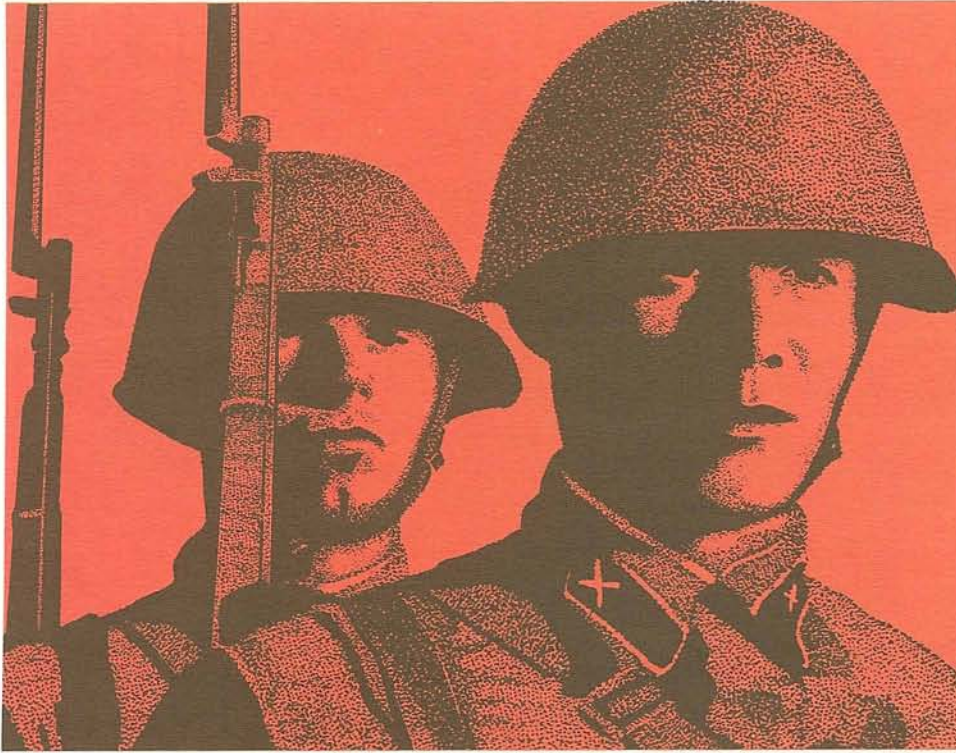
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THE OFFENSIVE APPROACH

Soviet Strategy for RUSSIAN CAMPAIGN

By David Buckland

To my mind, the more difficult role to take in *RUSSIAN CAMPAIGN* is that of the Russian. This is not just a question of play balance but also, as several have pointed out, of psychology. Even in a mere boardgame, it is profoundly depressing to be hammered for turn after turn by Germany's impressive war machine. I am therefore concerned here with the first half of the game, when you—as the Russian player—are trying to avoid immediate defeat. Though there will be a respite during the winters, you are on the strategic defensive throughout. In those games where the Russian does not go under, this period will usually last until some time in 1943, when the tide will turn (if the Russian player has any chance of winning, that is).

Running through much of what I have to say below is a basic premise, namely, that partly because of the psychological element Russian play early in *TRC* is often overly timid and defense-oriented. A more aggressive approach, even in periods when the German offensives are in full swing, has great potential benefits that can last well after the end of any counterattack itself. Losses might be inflicted upon the German forces; given that most Russian attacks are at low odds, this cannot be counted upon, but any will cause him pause. A Russian counterattack carries a strong element of surprise; it can help restore the psychological balance by creating uncertainty

in his mind. The strategic dislocation of a Russian assault before 1943 can force the German to switch resources away from the spearheads towards areas chosen by the Russian player. And last, several such counterattacks (or one successful one) can result in German over-caution. An offensive-minded Russian strategy in the early half of *TRC* is not without risks, but the Russian player should be thinking, not just of survival, but of winning. An offense is indeed the best defense, or so I believe.

This central "aggressive" theme is perhaps not in the forefront in the following sections dealing with the 1941 turns, partly because of the severe limitations on Russian resources. Too, there have been several excellent articles on this stage of the game that have already appeared in *The GENERAL*, making a more general approach possible in my work. So after a brief survey of the initial turns, I intend to concentrate on Soviet options for offensives.

Finally, by way of introduction, a note on the assumptions I make as to Optional Rules and Victory Conditions. There are two, both personal preferences, which I trust will not strike readers as too idiosyncratic. First, I am a believer in off-board rail movement (Rule 26.6). It is true that the Russian fought fiercely at Voronezh in 1942 to preserve their most direct railway line to the southern battlefields (it ran through the east of

that city), and that the loss of their communication links east of the Carpathians was a blow to the Germans in 1944; but it seems to me to do less violence to "realism" to enforce this rule than to pretend, for instance, that once Lvov has fallen all links between Germany and Rumania have been cut. Secondly, I prefer the Campaign Victory Conditions. Whilst I have enjoyed a number of exciting *TRC* games with the "Sudden Death" rules, I have also had my share of ahistorical absurdities result. The Campaign version has the added advantage that there is the possibility of a "Draw"—often a fairer reflection of the way the match has gone than a contrived result one way or the other. Personally, as the Russian player, I always feel I have achieved a moral victory if I manage to reverse the Axis tide and start along the road to Berlin.

1941

This does not look to be a good year to plan Soviet victory. The discrepancies between the size and quality of the two armies are at their most marked (especially after the first turn), German airpower is at its maximum, and the Russians must start with the bulk of their army strung out in penny-packets along the frontier for the Germans to annihilate. Nevertheless, even this early in the play, you can begin the accumulation of

the small advantages that could mean the difference between failure and success. Nor should you be intimidated by German striking power; often the German cannot achieve all that he wishes to, since even in 1941 his range and resources are limited. He has a lot to do before the snow falls if he is to win the game. In other words, he too has some problems.

Detailed tactical analysis of the Russian set-up I do not intend to cover; this has already been the subject of fine articles by Richard Jarvinen (Vol. 13, No. 6 and Vol. 17, No. 6), Richard Hamblen (in his commentary on the SR in Vol. 16, No. 4), Paul Jameson (Vol. 16, No. 5) and Robert Harmon (Vol. 21, No. 1). However, I cannot resist the opportunity to make a few general points.

An important concept in any Russian defense, especially in 1941, is the use of either the Russian army, or Russian territory, to bear the brunt of the German attack. In other words, you have a choice: either sacrifice the army to hold up the German advance, or sacrifice space to preserve the army by fleeing out of range. In most instances, these are mutually exclusive—but not during the set-up. The deployment restrictions force the Red Army to be set up in a line that is almost without exception two hexes wide. Certainly you can make the German breakthroughs and deep penetrations easier for your opponent, but by doing so you are *not* guaranteeing that more of your units will survive. There is no terrain in the military districts good enough, nor is two hexes sufficient depth, that any defense mounted cannot be frontally assaulted and smashed by the Germans and their Stukas. It is far too easy for the Axis player to capture all possible front-line supply bases for Russian pockets; Kaunas, Brest, Lvov are all minor cities with clear terrain between them and the frontier (the Odessa district units are stationed too far from that city to make use of it for supply purposes). In short, the “stronger” defenses resulting from allowing easy German penetration are just as susceptible to attrition as the anti-breakthrough variety, while giving the enemy the benefit of quick territorial advances and a greater number of surrounded attacks.

Therefore, I prefer initial deployment plans which aim to cause the maximum delay to the German advance, partly because they paradoxically seem to offer a better chance of having some of your district forces left for your own opening move. The principle aims of such a defense would be the preservation of the Bug and Dvina river lines (except at enormous Axis cost) during the first German turn, and the preservation of routes of escape for such Russian units as are not destroyed. There are other schools of thought regarding the initial Russian set-up, with some valid reasoning behind them.

May-June:

After the initial Axis onslaught, two more turns will pass before substantial Russian reinforcements arrive in the shape of railroaded Siberians in Sept/Oct 1941. In most games, the Soviet player will not have sufficient troops to hold the Germans up for two complete turns, nor enough territory to sacrifice for two turns either. What you may well have, however, is enough of each to use it as a primary defense for one turn.

Applying this concept of an “alternating defense” to the whole front, there are definite attractions to flinging everything in front of the Germans during your first turn; after all, when the Axis wade through your units in the July/Aug turn, it could be their last of clear weather. “Mud”, or even “Light Mud”, in Sept/Oct could severely retard their advance, regardless of the strength of the Red Army. Reverse that sequence, and with the same weather the Red Army will be meeting in full panoply an enemy that can barely reach them but have needlessly given away much territory the turn before. However, imposing an “alternating defense” over the whole front is overly simplistic. For one thing, in many games the Russian player will not have sufficient strength left, nor will he be able to get what he does have into position, to defend the long front with the army for even one turn.

The answer to this problem lies in the fact that, for the first turns of the game, the Pripet Marshes effectively divide the front in half, and this means that a different approach can be used in each sector. Indeed, the different geography of north and south can have an important bearing on the Russian defense.

Looking at the “south” first, the strategic geography (i.e., the Axis objectives once the frontier areas have fallen) dictates that priority will probably be the three replacement centers. Rostov, Dnepropetrovsk, Sevastopol, Kursk and Bryansk (if things go badly in the north) are in the second rank. The Axis Army Group South will rarely make greater progress than the capture of all of these targets, and will often have to settle for less. The striking feature about all these objectives, save Sevastopol, is that a German force heading eastward from the frontier through the center of the Ukraine can usually manage to threaten most of them simultaneously. For example, German forces used to take Kiev will be able the following turn to assault Bryansk, Kursk, Kharkov, Dnepropetrovsk and probably Stalino. By the same token, if the German player splits his forces to take more than one objective, both forces will remain within supporting distance of one another. By merely propelling his army further and further east, the German will come up against most of the desirable objectives in the south without having to divert resources elsewhere.

All this makes the defense of the Ukraine quite difficult. There are too many targets that the German can threaten at the same time, by using his superior mobility, for them all to be defended properly—leaving you with some painful choices. A defense in front of these objectives to hold up your opponent on his second turn will postpone these problems for one precious turn. Physical geography favors this idea, with the Bug River covering almost the entire front and lying only a hex or two behind the border districts. Yet another factor in favor of constructing a strong southern defense in the first Russian turn is the fact that the enemy forces, given the Axis first-turn restrictions, faced are often less than those committed to the northern sector.

Turning to the area north of the Pripet Marshes, the strategic geography is quite different. Riga, Minsk, Vitebsk and even Smolensk barely qualify as “objectives”, since any self-respecting German player will take them. This leaves Bryansk

(as a winter base), Moscow and Leningrad. Note that a single line of thrust into the north cannot garner all the main prizes. In addition, forces driving on Leningrad will in all probability be too far away to aid those in front of Moscow or Bryansk.

Unlike the south, a first-turn stand in the north has some drawbacks. Any line designed to restrict the German advance in the north to the same extent as the Bug River line in the south would mean stationing many units in open terrain, making losses higher and overruns easier. The best defensive position in the sector, the Dvina River, is a poor compromise on the first turn, being almost the same length as a line from Riga to Minsk and offering protection only to one of the obvious German 1941 objectives. In addition, it allows the German player some important territorial advances towards Moscow, while leaving the defenders within reach of a substantial part of the enemy forces committed in the north (especially the German infantry).

A Russian plan to pack the southern line, while giving the enemy a relatively free hand in the north, during the first turn has some distinct advantages. However, there are no universal rules for the Russian defense in 1941, so it might be useful to look at a situation where this type of plan is not really practical.

The results of a not untypical German opening move are shown in Figure 1. (Long-time readers will recognize this from the Series Replay in Vol. 16, No. 4; my sincere apologies to Beyma and Jarvinen for using them as guinea pigs.) Not an exceptional opening, but all are different and the peculiarities of this one should be mentioned. The German has responded to a defense designed to prevent breakthroughs by attempting to attrition the Red Army into the ground. This he has substantially succeeded in doing, since the four units left in the border districts are likely to die during the Russian turn (only the two armor units in the north have survived of the frontier forces). A flaw in the Russian set-up has been ruthlessly exploited to break the Bug line. Against this, the German player has made little territorial progress in the north, and is in many ways badly out of position (a common trade-off for heavy Russian casualties). Now for the Russian response.

In the south, a 2-5 moves to U22 and a 6-3 is in place in DD24, a 2-7 in JJ23, and 5-3 in Dnepropetrovsk, a 4-3 in Stalino and 3-7 in Rostov, another 2-7 in CC15 and a 4-3 in Kharkov. Perhaps the most important point in this sector is that, with the exception of Kiev, all the objectives are out of range of the German airforce. The best that the German can do during his upcoming turn against Stalino and Kharkov is a second impulse 1-1 (unsurrounded, due to the cavalry unit in CC15). A surrounded 2-1 attack is possible against Dnepropetrovsk, but this carries a one-in-three chance of losing one of the participating panzer units. Penetration to the Dnepr and beyond will mean committing the German armor unsupported, making it vulnerable to counterattacks.

The Soviet units in Sevastopol and Rostov are obviously anti-invasion defenses. With a 50% chance of any invaders being sunk, most Axis players will be reluctant to take the risk, especially as this would leave them with only one more opportunity to use this valuable tactic. For

this reason, when the Russian unit shortage is really acute on their first turn, I often leave one or both cities ungarrisoned. As I shall explain later, both have greater significance than might appear and I would abandon them only in *extremis*. Unable to seize ports, the Germans might use their putative July/Aug invasion to increase the odds on Odessa, Dnepropetrovsk or Stalino. Should they do so, then you may count it as a strategic gain for the Russian, for this would be an effective waste of an invasion on the part of the enemy. The armor unit in the Pripets (the Kiev replacement) is going for a 1-1 attack on HQ South. This kind of attack, if German dispositions permit, will be the first Russian riposte to *Barbarossa* and is always worth the gamble, as long as excessive forces are not committed. Even if the attack does not succeed, it may make the German player more cautious in the placement of his HQ units in the future, thus restricting the area they can threaten.

Odessa is a sideshow. More or less whatever defense you decide to adopt in the south, a large unit placed in Odessa confers some substantial benefits. If the city is not to become a permanent thorn in the German side, it must be taken. The best time for the German player to do this is their own July/Aug turn, before the units used to subdue the city become entangled even further behind his front line. Without a Stuka, this will be difficult however: no better than 1-1 odds on the first impulse (assuming that the 9th Army in AA25 dies in the Russian turn and that the three panzer corps which have broken through the military districts are used elsewhere). Better odds are possible on the 2nd impulse (2-1), but this will put the Axis units in question even further out of position. Once Odessa has fallen, it would be at least a turn before they can rejoin the action at the main front. In this particular instance, the units diverted to Odessa will be badly missed in the most important operations deeper in the Ukraine. Already then, in his July/Aug turn, German progress in this sector is overly dependent on a few panzer corps.

The strategic gain for the Russian player in garrisoning Odessa so strongly is that, although the German needs to take the city, in actuality the issue in the south will be settled on the main front. Odessa is therefore a "sideshow", and the ratio of force the German player must commit to get reasonable odds makes it a good investment for the Russian player. This concept of a sideshow objective, diverting German resources that would be better employed elsewhere, seems to me a useful Russian ploy during that period on the defensive in *TRC*. Pockets of units surviving the first turn in the military districts can fulfill this function; but for the most part, these diversions will be confined to the flanks of the broad advance. More on the subject of these flank sideshows later.

As for the Russian response in the north: place two 3-5s in Leningrad; a 4-3 each in G12 and E13 and E14; another 3-5 in H13; 2-5s in P15, P16 and Q12; a 5-3 makes its way to N9. This move is designed to be compatible with that shown for the south above, and some readers may note the tactical imperfections that result. These are, principally, the use of too many of the

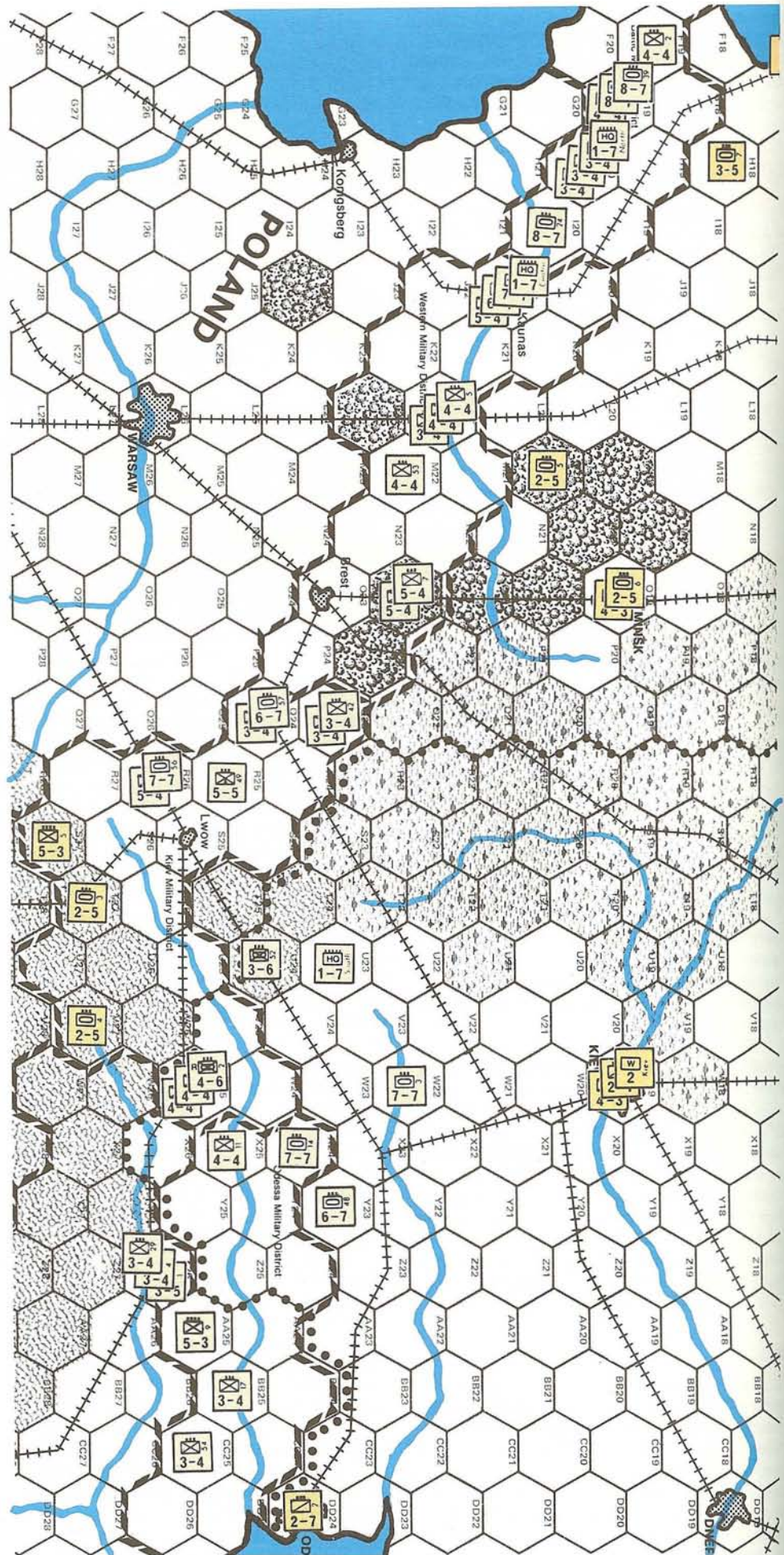


Figure 1: Hypothetical Situation at the end of German May/June 1941 Turn

valuable Russian armor units in the front line, and the fact that the two armor units in Leningrad (in "reserve") would be better employed in the center or the south. Players wishing to give a little more ground in the south in order to preserve the army better in the north can no doubt think of many variations.

In that part of the northern front west of Moscow, the intent has been to run out of range as far as possible from Stukas and 1st impulse attacks, with the same benefits as discussed in relation to the south—less attrition, less possibility of Axis surrounded attacks, and 2nd impulse attacks that can be delivered with panzers only (carrying the chance of the deadly "EX" result). All this, though at the cost of surrendering large tracts of territory. In front of Leningrad the object has been to create two non-AVable lines of non-surroundable positions. Even if the Germans pound through all these defenders, the Russian player will still have the option of erecting another two-line defense in front of the city to face the enemy in their Sept/Oct turn.

It is worth emphasizing once again that the strategic geography of the north differs markedly from that of the south. The two really worthwhile targets in the area (Leningrad and Moscow) require two divergent thrusts. Of the two, Moscow is, for obvious reasons, much the most important. Leningrad is, in fact, the most significant of the "flank sideshows" mentioned earlier; forces diverted in its direction will be too far away to assist in the crucial battles in front of Moscow, and once having captured Leningrad will have a long trek to reach more active parts of the front.

Another notable difference between north and south is that the former tends to be an all-or-nothing struggle for the German player. The disparate drives on Leningrad and Moscow will either take their objectives, or the German will be wintering in Tallinn, Vitebsk, Smolensk and Bryansk, all of which he can capture without inordinate effort anyway. In the south, by contrast, there is a sufficiency of targets in the same area such that the German is bound to pick up some of them even if he fails to sweep up the lot. The German might get as far as Tula or Kalinin, but both these cities are vulnerable to Soviet winter counter-offensives, being easily surrounded and not affording (as minor cities) any defensive benefits of themselves. If he has the units to spare, the Russian may find it worthwhile to occupy the Valdai Hills (the mountains around K10) just to insure that Kalinin remains outflanked.

Back to the north. The heavy losses among the Russians on the first turn would indicate a policy of running everywhere. The principal exception to this is the approaches to Leningrad, which remain within range of the Stukas on the first impulse and the German infantry on the second. There are a number of reasons why this apparent sacrifice might be in your best interest. As has already been implied, Axis forces sent in the direction of Leningrad will weaken the drive towards Moscow. The loss of Leningrad in 1941 is unfortunate, but to lose Moscow that early can be fatal. By placing the only units that can be effectively attacked by the Axis player on the road to Leningrad, the German player can often be lured into sending more units north than is warranted. This kind of "bait" is especially difficult for attrition-minded opponents to refuse.

Second, the constricted nature of the terrain around Leningrad confers benefits on the defender; it is that much more difficult to engineer surrounded attacks, which in turn decreases the number of Russian casualties. Third, a determined defense increases the possibility that Leningrad might survive as a Russian holding into 1942. If you choose to construct another non-AVable defense in two lines to face the German in his Sept/Oct turn (with luck, using fewer units), then the Wehrmacht will not be able to attack the city itself until Nov/Dec when the snow may be falling. Besides the obvious advantage of keeping the city workers producing, saving Leningrad may be justified by using it as a base from which to launch a counterattack against the poorly-supplied Germans (who will be without a base in the area if the city does not fall), vulnerable to parachute drops cutting retreats.

On the southern flank, Sevastopol may fulfill the same role, even if its lack of an initial Worker unit and the threat of invasions add a new dimension to your calculations. Therefore, if you can, hang onto Sevastopol too.

July-August:

For Russian players who suffer heavy losses in the opening turn (as was the case in the above example), continued sacrifice of territory in order to preserve units will probably be necessary on your second turn and some painful choices may have to be made. Even when running, however, the Russian still has the option of concentrating his resources on one sector of the front or the other. By this stage in many games, there may be three such sectors:

Army Group North is advancing towards Leningrad. In essence you would hope to have four options: defend the approaches to the city to the teeth again, hoping to delay a direct German assault until Nov/Dec; defend the city itself; defend the city, with just enough in front of it to prevent the German player reaching it until his Stuka-less 2nd impulse; flee, leaving the proletariat to show their mettle. While I try to hang onto Leningrad if possible, the second and third compromises have the disadvantage that one may lose both city and defenders, even though Leningrad would be continuing to operate as a diversion for at least another turn.

The second "front" is AG South advancing through the Ukraine. Even when past the Pripet Marshes, the main front will effectively remain divided for another turn. Defending this region, once the Axis forces are poised to menace most of the target cities, is very difficult. There are too many places to defend, and no good terrain in which to shelter. Even in games where the Russian has contested every step of the Axis advance, prolonged good weather at the end of 1941 can result in heavy blows in the south as Kharkov and Stalino fall. In games such as the example cited above, the Soviets might be best advised to withdraw from the production cities, as to garrison them will only serve to increase Red Army casualties. Your units should be placed in positions out of Stuka range and at the extreme tip of any potential German advance.

The third front is advancing towards Moscow. Having left this region scantily defended the previous turn, the Russian will probably be forced to increase his commitment in order to face the

Germans in Sept/Oct. Fortunately, he has two advantages: good terrain (forests, from which the defender cannot be forced to retreat, bar the path to Moscow) and the entry of part of the Sept/Oct reinforcements directly in Moscow (thus making an adequate defense easier to arrange, and even conferring a limited ability to counterattack).

A Summary of Summer 1941:

A few basic ideas, then, for the Russian player to consider in the opening moves of *RUSSIAN CAMPAIGN*:

1. The Soviet side can often achieve more by a judicious switching of resources from one sector of the front to another than by merely adopting the same type of defense from the Black Sea to the Baltic.

2. Make use of "diversions" that may sidetrack German resources from the main front, and bear in mind that it can often be worth sacrificing a few units as bait to lure the German into attacking along the axis you wish him to go.

3. Bear in mind that in 1941 the front line will divide into several distinct sectors, each with its own distinctive strategic geography, vitally affecting your defensive plans.

4. Remember that, despite his apparently overwhelming resources, the German player is under pressure too, and will frequently not be able to accomplish all he might wish.

This last point is relevant to the Russian defense throughout the game. Most players, when planning their defense against the next turn of a blitzkrieg, will make a "worst case" assumption for each area of their front line. Their positions will be based on the foreseen possibility that the enemy will concentrate all of his available resources on that area. Tactically speaking, this is perhaps the best way of approaching the problem; but strategically, it should be borne in mind that the German's resources are not unlimited and that he will never be able to do maximum damage all the way along your line.

THE WINTER COUNTER-OFFENSIVE

As was historically the case, the onset of the winter snows not only halts the German advance, but also hands the strategic initiative to the Russian player, who now has a brief chance to attack before the pendulum swings back in the opposition's favor with the coming of spring. The advantages of launching some sort of Russian counterattack during this period, both material and psychological, are agreed upon by many. The question is how to go about conducting the attack.

A standard method of using this opportunity is to wait until the Soviet turn in Nov/Dec, and then unleash the main effort, secure in the knowledge that snow the following turn will emasculate any Axis riposte. Jan/Feb 1942 can then be used for rest and recuperation, ordering the Soviet defensive lines for the spring onslaught, and withdrawing your precious mobile (i.e., two-impulse) units from the front line. But this strikes me as an unnecessarily timid and restrictive course. In some games, the opportunity will be there to greatly expand this counter-offensive. For a start, the Russian player should be thinking about what he might do in his own Sept/Oct turn, for two reasons.

Preparation. It is difficult to launch effective

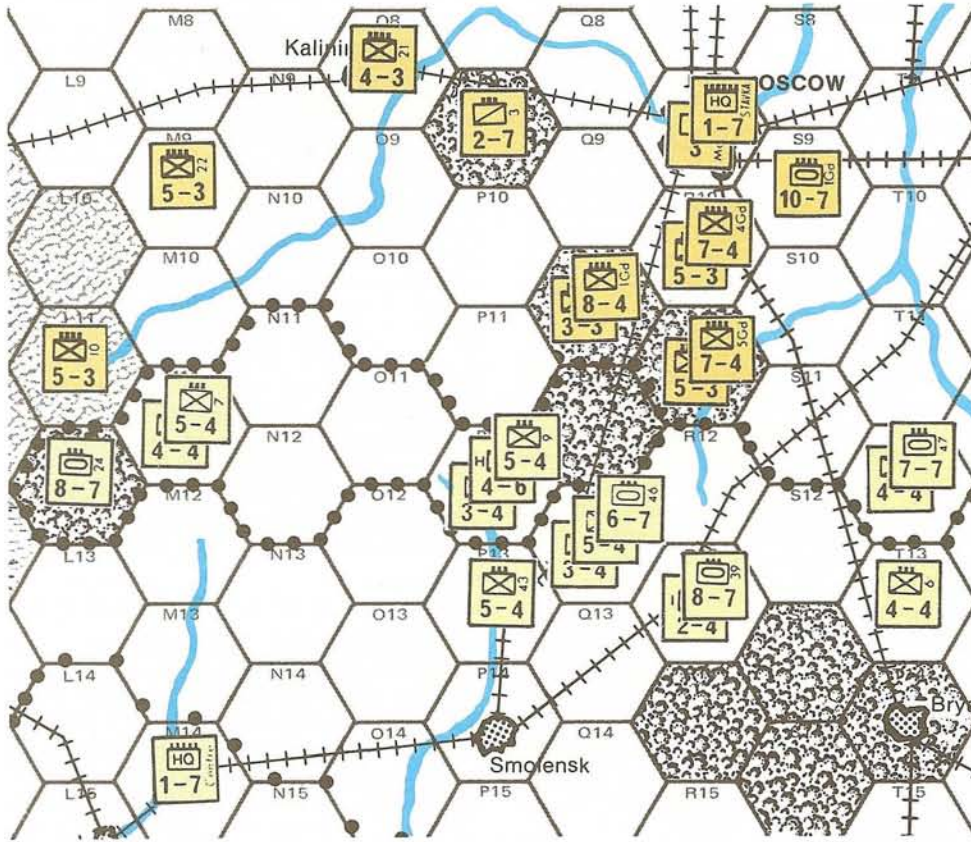


Figure 2: A Nov/Dec Offensive Against Finland



Figure 3: 1942 Sideshow

Figure 4: The Defense of Moscow



strikes in the Nov/Dec turn without having substantial forces in the chosen area already. Admittedly, in the Moscow region especially, the Russian can rapidly increase his strength (aided by forces entering directly on the city) and can launch a credible counterattack from an apparently weak starting position. Elsewhere, however, this is not usually possible, and units near at hand at the beginning of the Nov/Dec turn will be needed if an effective assault is to be made. This is because the Soviet mobile forces will (in most parts of the front) only arrive in the desired area in Nov/Dec by rail. Because the non-mobile Russian forces are so ponderous, you will need to give some thought to possible Nov/Dec counterattacks one turn in advance, since you need your infantry available to absorb losses, increase odds and

guard flanks. In addition, of course, you may wish to move STAVKA into a threatening position.

Opportunity. A counterattack in the Sept/Oct turn? A recipe for being cut to pieces by the Germans, surely. Obviously any attack by the Russian player at this stage is risky, and there will be many games where it is not possible or advisable. Any forces used in striking back this early will probably be in poor defensive positions. Moreover, the scarce Soviet armor must be well to the fore for you to have any chance of succeeding, and as a result it will be vulnerable. However, if units can be spared from your line and the opportunity is there, it is often worth gambling with a local counterattack. There is, after all, a two-in-three chance that the weather will be poor enough to severely hamper the German in his next

turn (Snow or Mud).

During the winter offensive, there are essentially two types of attack the Russian player might launch: a counterattack to take a position (such as the woods in front of Moscow or a specific city), or a counterattack to destroy as many Axis units as possible. In Sept/Oct, shortage of strength makes the first the more likely proposition for the Russian. Retaking a city in Sept/Oct has the added advantage that, if the weather is bad the following turn, and the German fails to re-retake it, he will be starting 1942 that much further back, gaining the Soviet player some precious time. Of course, priorities must be borne in mind, and if critical Russian positions are threatened, then their defense is the Russian's first concern in Sept/Oct.

November to February:

A conventional timetable for these two turns has already been outlined above: a charge in Nov/Dec, followed by the recall in Jan/Feb. However, the Russian may well be advised to use all four months for offensive action.

There is support for the idea of continuing the Russian counter-offensive into 1942, as was the course the actual campaign took. Following the successful attack in front of Moscow which began on 5 December, on 5 January Stalin ordered a general offensive which continued on into the next month. Even during the spring thaw, Russian forces were attacking in the Crimea, and resumed the offensive in May south of Kharkov. There were two errors made by STAVKA during this period. First, they attacked in too many places at once; Zhukov warned of this, wanting the offensive concentrated in the Moscow region. Second, they carried on too long; Timoshenko's attempted drive out of the Izyum salient in May brought a devastating German riposte. Concentration of force is mandatory in this game if the Russian player is to achieve anything with his winter offensive; you have the resources for only one major effort. As for the second pitfall, what I suggest is only continuing your counterattack into the Jan/Feb turn.

Nevertheless, there are some potent objections to this plan, and they need mentioning.

Should good weather return in March/April 1942, the German offensive will resume immediately. Russian attackers from the turn before, including perforce many valuable mobile units, will be massacred as a defense dislocated by two turns of offensive action is cut to ribbons. But this fear is, I think, easily exaggerated. There is a one-in-three chance that the weather in March/April will be such (Mud or Snow) that the German player will be unable to do much. It would be short-sighted to count on this, but even given better weather the enemy can be faced with a passable Russian defense. By the second impulse of his Jan/Feb turn, the Russian player should be in position to deliver a potentially crippling blow to the Axis (if not, why attack). Consider such an attack, delivered as it frequently is at 1-1 surrounded. If you are "victorious" (an "EX" or "DR"), then German counterattack capability in that sector should be impaired. If you fail ("A1" or "A2"), the mostly mobile attackers can be retreated into less vulnerable second-line positions. There is, of course, a one-sixth chance of a "Contact". This is bad news for you indeed,

although there is still a one-sixth chance of snow next turn. Even in this instance, however, a Russian player who has allowed for this possibility should be able to avoid the most dangerous types of weaknesses (like leaving only one defensive line between the enemy and an important objective). The risk is there, but risk-free options rarely yield much.

Another oft-heard objection is that greater casualties may result when every factor is needed to face the Germans in the coming summer turns. It is true that it would be foolish to persist with a strategy that circumstances dictate should be abandoned. If your 1941 losses have been heavy, or the Nov/Dec turn ends with all your 1-1 attacks repulsed with "A1" and all the soak-off units eliminated, then it is obviously time to stop the counterattack. But, if the blood-letting has not been too one-sided, continue on. Attrition, even if not exactly equal, will harm the German more than the Russian given the former's slower replacement rate. The most important consideration to bear in mind is that if the Russian offensive fails, you should not have suffered too much damage. But if it succeeds this early in the game, it may be a winner with the German player never able to wholly replace his lost units and therefore not having the momentum he needs in 1942.

Another objection to a Jan/Feb continuation, that there is a lack of suitable targets, seems specious. Russian counterattack objectives are usually obvious, with priority going to cities that can be retaken or German units vulnerable to surrounded attacks. On the other hand, there will be the occasional game where the German retreats into well-organized laagers around his cities, with every possible drop zone "para-proofed". The only way to attack such defensive hedgehogs is by frontal assault, and most players balk at that prospect, preferring to remain passive rather than risk expensive failures. However, even these frontal assaults can lead to success, especially if they are prosecuted into the Jan/Feb turn. For this sort of attack, there are three considerations (though they are not essentials): that a minor city is the combat supply source; that the hedgehog can be flanked; that German reinforcements can be excluded.

A Note on Finland:

A frontal assault, and indeed most any worthwhile Russian winter offensive, will require the concentration of practically all the offensive force the Russian can muster. Occasionally, though, the opportunity will be there to institute a lesser attack at the same time. Finland, especially, can offer some interesting possibilities.

The situation where this is feasible is one in which Leningrad has survived, and the Finns have been attacking its northern defenses at relatively low odds in an attempt to exert extra pressure on your defenders (and have accordingly suffered some losses). In these circumstances, an attack on the isolated Finns with the object of driving them out of the game may be worthwhile.

Figure 2 shows a Soviet Nov/Dec offensive against the weakened Finns. It is unlikely that the Germans will have a unit in port ready to help their allies, so the Finns are on their own. With Helsinki in paradrop radius to create some extra "leverage", there is now a chance that Finland can be knocked out of the game by continued

effort in the next turn. However, a serious drawback to an offensive such as this is that, if the German player manages to take Leningrad in his March/April turn, the valuable units used in Finland will be effectively cut off. This the Russian cannot afford. Therefore, such attacks are probably best linked to a drive along the southern shore of the Gulf of Finland.

General Points for Winter 1941-42:

While the main Russian attack is being prepared and launched, an offensive spirit should be apparent along the remainder of the front. Threaten everywhere. Although a certain amount of concentration early behind the planned main counterblow is inevitable the Russian should, to the best of his ability, appear to threaten as much as possible. For example, bring cavalry units up into positions where they could penetrate gaps in the German front, between hedgehogs. This is usually most profitable in Nov/Dec, enabling the Red Army to then pull back into good defensive positions the following turn after the enemy reacts. Should any "golden" opportunities present themselves as a result of the enemy reaction, then you will be in a position already to exploit.

Do not risk STAVKA. The HQ is, of course, very useful as a threat in its own right (even as early as Sept/Oct). But it is worth bearing in mind that the Russian paratroop drop is probably more effective as a threat than in execution.

If possible, allow the German no territorial gains further than his combat supply can reach. German units in this position are targets for a winter offensive, even if there is no snow in the last turn of 1941, since they would be forced to retreat the following turn. In addition to this, however, the German should be allowed no hexes by default. When the German offensive starts, every hex may prove useful to you. Germans with halved strength when threatened (see the first general point above) may well scuttle back to the safety of a city anyway, and thus you may avoid the necessity of launching an actual attack.

SUMMER 1942—FALL BLAU

With the return of better weather in the spring, the German player will resume the general offensive he left off in late 1941 (historically, Operation "Blau"). Perhaps the best way to approach a discussion of the game at this point is to review the respective starting positions of the two sides. The following table is intended to give some indication of the number of combat factors each player might expect to have at their disposal in the March/April 1942 turn, plus some figures for comparison:

	Russian	German
At Start (May 1941)	130	202
Fall Blau Scenario (maximum)	171	200
Fall Blau Scenario (minimum)	140	200
Jarvinen (maximum)	197	—
Jarvinen (minimum)	154	—
Sample Game (maximum)	180	221
Sample Game (minimum)	154	184
Maximum Possible	269	244
Additions in March/April	c.36	c.25-30 (Clear)

The "Fall Blau" figures are taken from the scenario of that name, projected back one turn from the actual May/June start date. The minimum and maximum figures assume that the players pick the worst and best OBs, respectively,

from the available armies. The "Jarvinen" figures are taken from his excellent article in Vol. 14, No. 3. The "Sample Game" figures are drawn from my own most recent effort.

These figures indicate that in a typical game, some 200 Axis combat factors will be facing about 160 Russian. This is an improvement on the "At Start" situation for the Soviets (besides the obvious 30 factors) for a number of reasons. The Russian army is qualitatively much better. Virtually every combat factor will be aiding the defense actively in some way (contrast this with the initial situation with 40 factors "behind" the lines in reserve). The German player will be suffering from the opposite as a result of his advance into Russia. Some units will have to be dropped off to mount anti-partisan guard in vital rail lines and garrison ports on the Black Sea. Of course, the German may choose to dispense with this kind of rear echelon. If so, this is probably good news for the Red Army, as the partisans will be able to block the flow of replacements and reinforcements to whole sectors of the front. Assuming that your German opponent does in fact leave some rearguards, a conservative estimate of this strategic drain would be about 15-20 combat factors.

As to the relative territorial positions of the two armies, in a great many games this will not be too far different from the historical one as represented by the black dotted scenario start line (minus Kursk for the Russians, but plus Sevastopol and BB15/CC15—the Izyum salient). Unless something outrageous has happened (such as four turns of clear weather in 1941 or a remarkably successful Russian winter offensive), the front line in spring 1942 will be determined by players' possession of a string of "debatable" cities: Sevastopol, Rostov, Kharkov, Stalino, Kursk, Bryansk, Smolensk and Leningrad. Your opponent will almost certainly hold some of these (if he has them all, your cause is not prospering), but will rarely have advanced much beyond them.

Relating all this to the historical course of events, the situation as the Axis offensive resumes in 1942 is very similar to the real one (especially in territorial terms). If the game is to take a different tack from history and the German is to avoid the defeat his real-life counterparts suffered, this this will have to come about in 1942. In many ways, this will be the crucial year for both players.

Russian Defensive Assets:

Another broad German offensive in 1942 is inevitable; nothing the Russian player can do, barring extremes of luck, can prevent it. However, you have several advantages which, though not critical in and of themselves, can play their part in turning the tide.

Diversions. Enough has already been said about the dilemma faced by the German in dealing with cities like Leningrad and Sevastopol that are off the main course of his advance and strategically dead-ends. Such cities are also valuable in 1942. Consider the position in Figure 3. It is March/April 1942 and the German player wants to get his panzer units back to the main front, but he also wants to take Leningrad—both quickly. However, although the Russian delaying unit is doomed, it is plausible that the German

may be unwilling to risk a second-impulse 1-2 attack on the city itself (the best he can manage this turn). If the attempt to take Leningrad is delayed until May/June, with the forces shown here only a 1-2 attack is possible again (without a Stuka). One option for him would be to bring up sufficient forces for a second-impulse 1-1, assuming that the partisans cannot interfere. Though such an attack may not immediately succeed, repetition in following turns should lead to the city's eventual capture. However, if the two panzer units are to be relieved, the demands of AG North will eat into a substantial part of the German 1942 reinforcements. In this way, unless the Axis make no attempt to take the city at all, Leningrad will siphon off enemy strength and (possibly) airpower from decisive battles elsewhere.

While on the subject of diversions, a German drive in the south from, say, Kharkov and Kursk on Voronezh, Saratov and Stalingrad may well be mounted with him merely masking Rostov. Later in the year, this can lead to Rostov assuming the same diversionary role. Indeed, the complexion of the campaign in the southern half of the mapboard in 1942 can hinge on whether the Germans have a secure hold on Rostov, whether or not they intend to proceed further south.

Cutting German mobility, especially that of the panzer units, is a prime consideration. It is worth emphasizing that the strength of the Wehrmacht lies not just in its hitting power but in its mobility. For example, one effective way to cut down the maneuverability of the Axis armor is to ensure that, as the weather clears, the clear terrain passage between the woods at R11/Q11 and S13/S14 is blocked by ZOCs. This will make it difficult for panzer units based in Smolensk to operate south of Bryansk immediately, and may well result in their commitment to the north of Moscow at the extreme north of the main front. Here the threat they can pose will be far less than if they were more centrally positioned. Of course, the main determinant of whether the panzer units are well-placed is the German player himself. Given that they inevitably end up as spearheads of the main Axis thrusts, it follows that if he decides to attack on the flanks (from Rostov south and southwest, and in Kalinen sector), then he is helping to minimize one of his own important advantages. This is, naturally, essentially a German decision; but you can try forcing his hand by blocking the important clear terrain passage mentioned above.

This can also be a factor in deciding where you might launch your own main effort in the preceding winter. A Russian attack on either of the two flanks may well attract more German units to that area. When the weather clears, aggressive Germans, reluctant to waste any time in coming to grips with the enemy, may commit these units to their immediate vicinity, rather than take the time shunting them to more advantageous positions. Every time you manage to restrict the German's choices, or force or lead him to act as you would wish, then this (even in small matters) is contributing to a Russian victory.

Counterattacking in 1942:

With the initiative firmly back in German hands, any Russian attacks during the good weather of 1942 are going to be but limited

interludes. Given that every combat factor will be desperately needed, what case can be made for *any* sort of counterattack in this period?

As has already been stressed, if the Russian player is playing to win (rather than merely draw), aggression in the first half of the game is necessary even though he is on the strategic defensive. If the Russian player remains passive until the Stukas disappear, he will likely find Berlin too far away to be reached by May/June 1945. This reasoning applies to Russian attacks throughout the first half, but in the spring of 1942, several fresh considerations come into being.

First there is the need to preserve territory. In 1941, approximately half the Russian territory on the board will have been surrendered in most games. If this is repeated in 1942, you will have lost the match since your vital replacement capacity will have been decimated. Obviously the Germans will register some progress eastwards in 1942, but you will be obliged to put up a much stiffer resistance than during the preceding year. Some sort of limited offensive will help make this resistance that much more effective.

Second point to keep in mind is the changed composition of your Red Army. As the second year of conflict progresses, the offensive potential of the Soviet forces will increase. All the reinforcements are now two-impulse units, while the front-line troops bearing the brunt of the losses will be mostly composed of foot infantry. It would be a waste of this increase in attack potential to leave it unused. Consider the differences between the 6-3 rifle armies in the pre-1942 Russian OB and the four 6-5 tank armies you receive in 1942. In defense the two are indistinguishable; but in attack, the latter's ability to move in both impulses can effectively double its combat factors. In effect, it can become a "12-7" while a 6-3 infantry unit remains just that—half as powerful.

There are, as a rough guide, three different situations in which the Russian player might consider counterattacking during the good weather:

1. The counterattack to preserve defensive positions. Obvious examples are the retaking of river lines, major cities and the woods in front of Moscow. These woods, and the complex of rivers in the same area, are probably the best defensive positions the Russian player has in 1942, and are virtually the only place where the Soviets can confront the German assault and hope to cheat it of its objective. The woods give you the unique opportunity to hold positions against the Stukas and panzers, since if the defenders are stacked two-high, even at 5-1 odds there is only a 50% chance that the enemy will get through to the second echelon defenders in a single game turn. In addition, not having to retreat from such hexes means that the Russian stands a fair chance of hanging on to them throughout his own turn, even though this will entail low-odds attacks on neighboring Germans.

To illustrate these factors, consider the situation in Figure 4 showing the positions towards the end of the German May/June turn. Although some of the front-line defenders were eliminated in the first impulse, the centerpiece of the German attack was a Stuka-supported 5-1 assault on Q11, defended by two 5-3s. Only one was eliminated, forcing the Axis player to repeat the attack,

destroying the second army. However, the net result is that the Germans may not have advanced at all this turn, since the Russian has the option to reoccupy Q11 if he so wishes. As this may be an expensive ploy (especially as the sequence may be repeated on subsequent turns), the Russian could content himself with merely rearranging his defenses one hex further back from the original front, centered now around R11 and Q10. With the pressure temporarily relieved in this sector, the Russian player has been given the opportunity to switch resources to another threatened area. (Indeed, this "switching" is an important Russian tactic which will be examined in more detail later.) All in all, given that this is his major offensive in what might be one of only two Clear weather turns in 1942, this turn has hardly seen an impressive catalogue of German achievements.

2. Taking the initiative in a quiet sector. As the German advances from his wintering sites, the front will inevitably lengthen, whether or not he mounts major operations south of the Don. This, together with the less favorable balance of forces, will mean that unlike 1941 the German will be forced to leave some areas of his front quiet. The possibility exists, therefore, for you to take the initiative in one of these areas. This might seem a profligate idea, feasible only when the Red Army is unusually strong. However, it can be generally useful, even in desperate circumstances.

Consider the following situation. It is the end of the German turn, July/Aug 1942. The defense in front of the main German attack in the south, along the Voronezh/Saratov axis, is crumbling badly. Knowing that any defense he puts up in the threatened area will be pulverized again next turn, the Russian seeks to divert resources from the enemy spearheads by creating a sudden crisis in his opponent's rear: two powerful units are held back to take Stalino from the Axis (a 4-4 in FF11, 3-4 in GG13 and Rumanian 3-5 in GG15). A 6-5 and 4-3 (HH15) slam into the Rumanians, while Soviet 4-3s hold at HH10 and HH12. Another 6-5 is positioned in Rostov. With partisans making railed reinforcements from elsewhere problematic, and only scattered infantry and allied corps behind the spearheads and east of the Donets, AG South has a problem. Its flank has been turned, and two Russian tank armies might roam at will through the Don basin and the Western Ukraine. The Russian player is hoping, of course, that powerful German forces will be detached to crush his two offending units, thus emasculating the enemy's drive forward. Even if the German player elects to ignore the threat, some advantages accrue to the Soviets. Any Axis offensive to the south of Voronezh (e.g., towards Stalingrad along the Don) will need substantial forces to guard its exposed western flank.

3. Another counterattack possibility to consider is one mounted to stem an "inadequate" enemy offensive. The two Stukas possessed by the German in 1942 undoubtedly give him the option to pursue two geographically separate thrusts. If these are coordinated, they can cause severe dislocation for the Russians. An example would be a pincer movement on Moscow from both north and south, or a drive on Stalingrad

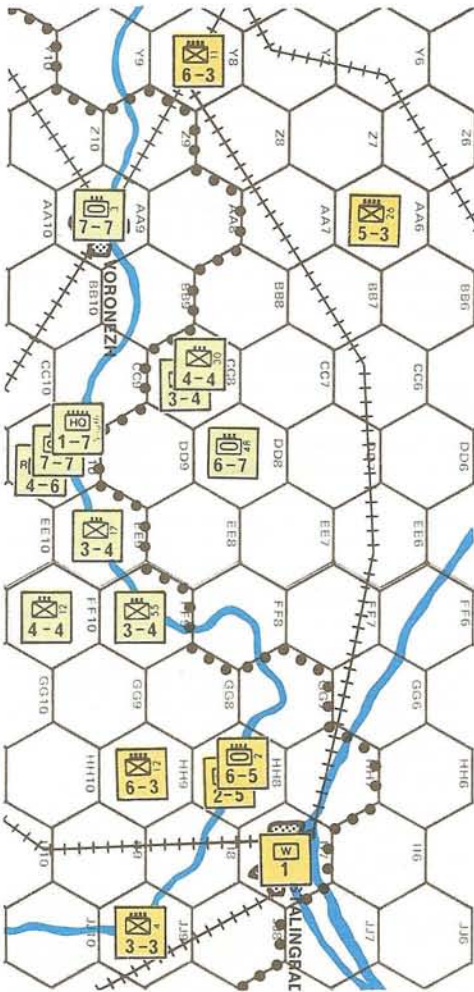


Figure 5: End of the German May/June 1942 Turn

coupled with one on Voronezh/Saratov. Frequently though, overambitious German players will mount attacks which diverge. This in itself has some strategic drawbacks for the Axis, giving the enemy the opportunity to switch resources from one threatened sector to another in an imitation of the tactic used in 1941. In addition, the "isolated" offensive can find itself weakened by the need to guard lengthening flanks and by the diversion of resources to another Axis offensive given greater priority. In reality, the German in 1942 lacks the ability to mount two adequately-supported divergent thrusts (consider the historical problems experienced in trying to maintain the momentum in both the Caucasus and Stalingrad operations at the same time).

When faced with a visibly secondary Axis push, pusillanimous defensive tactics should be abandoned. In Figure 5, it is May/June and the Germans are approaching Stalingrad, having breached the defensive line of the Don. The Russians, falling back before a German thrust through Tula for a turn, are able to thus spare some forces to confront the southern drive. In the first impulse, the Russians attack the German 6-7 in DD8 at 3-1 and the forces in CC8 at 2-1 odds. The second impulse (shown in Figure 6) brings a 4-1 attack on the central 3-4, a 1-6 soakoff against DD10 and a 1-2 against FF9. (This assumes that the first impulse was successful.) Although the Don line has not been restored, the front in this sector is now relatively secure with both Stalingrad and Saratov unlikely to be

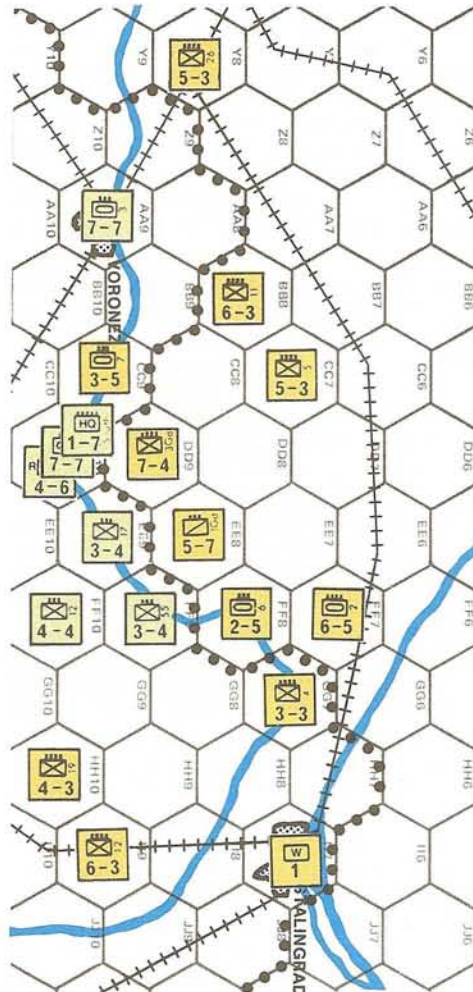


Figure 6: Russian Riposte

taken with the Axis forces shown on the following turn.

As with many such counterattacks, the defensive problems caused by failure will not be in the active sector (even if objectives are not reached) but in those parts of the front deprived of resources to mount the action in the first place. Be that as it may, in this example, the German AG South will have problems in the July/Aug turn, in addition to the irritation of losing nine factors to your two during the attack. The area is too far away from Moscow to receive immediate aid from the German forces pressing towards that objective; any units transferred south would be forced to waste at least one invaluable turn in transit. However, without aid, the original German objective (Stalingrad) cannot be reached; indeed, the spearhead would be distinctly vulnerable if it was to stay in the positions shown. One alternative for the German would be to switch direction with it and aim at Saratov, where aid from elsewhere could be more easily deployed. But this too would mean that one turn's advance (in territorial terms) would be wasted by the Axis. Under severe time pressure as he is, the German can ill afford such strategic dithering.

WINTER 1942/43— OPERATION URANUS

By Sept/Oct 1942, after the German has moved, the Russian player will know what course the remainder of the game will follow (although

this may be delayed one turn if the Nov/Dec weather is Clear or Light Mud). It may be that a German victory now looms, with the upcoming winter a mere hiatus in the unstoppable Axis advance. Alternatively, as history proved, it may be apparent that the German high-water mark has been reached and that, although the 1943 Stuka still gives the German a damaging offensive potential, he must eventually be forced to retreat back towards the Reich. Once the strategic balance has begun to shift in TRC, the fortunes of the side on the wrong end of the see-saw normally deteriorate. This is the reason, in my experience, why games in which the front line remains in stasis until 1945 are relatively rare.

Similarly, if the German has the balance in his favor at the end of 1942, it will be unusual for the Russian to hold out with diminishing resources for a draw. However, the converse is not necessarily true; if by this stage of the game, the Russian may know whether or not he will be able to capture the initiative and go over to a general offensive, he cannot be sure that he will perform win. The German can still hope for a draw. It is the primary aim of the judicious use of Russian offensives during the first half of the match to increase the chance of ultimate victory. Presuming you have survived and the tide appears to be turning, Sept/Oct 1942 is the moment to begin the great Winter Offensive.

The Second Winter Offensive:

With the now more mobile forces at your disposal, the Russian player should be able to mount an even more effective blow than he could twelve months before and be able to threaten even more. Essentially the advice I have remains the same: start as early as feasible (i.e., in Sept/Oct) and consider prolonging the counterattacks into the new year if potential dividends make it worthwhile.

Figure 7: Possible German Position at Voronezh, Jan/Feb 1943

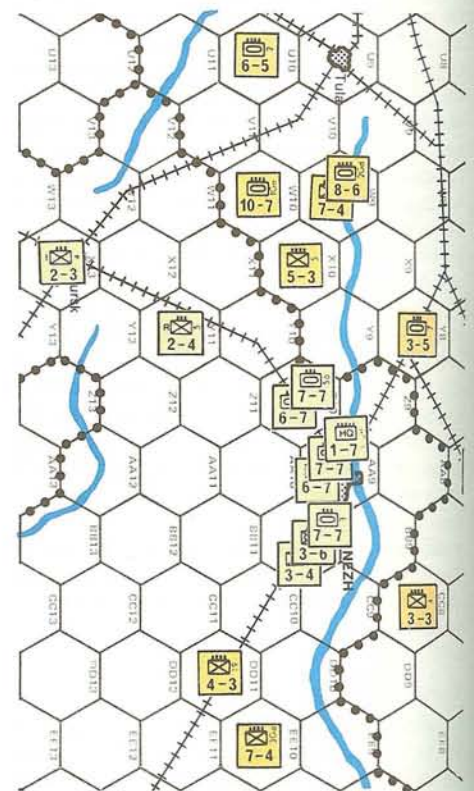


Figure 8: The Offensive Payoff

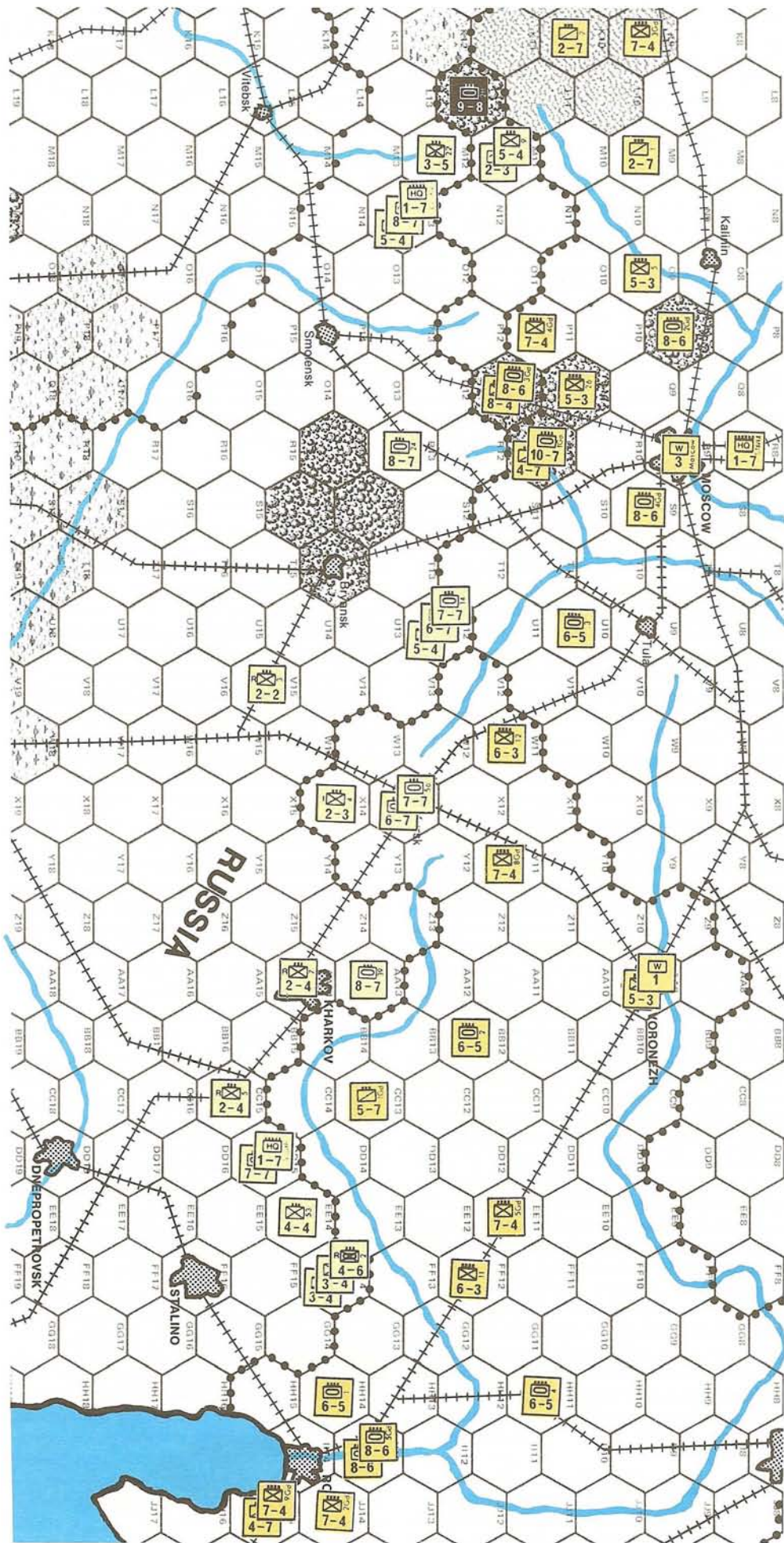
Extensive German advances in 1942 make the possibility of a massive encirclement (ala Stalingrad) much more likely than it was in 1941, even discounting the improved quality of the Red Army. In 1941 the probable German winter bases (Rostov, Stalino, Kharkov, Kursk, Bryansk and Smolensk) could all lend their neighboring cities support. Assuming that a German defense of these bases would include both the cities and the surrounding hexes, it can be seen that there were few gaps in the Axis front line through which Russian units could infiltrate to threaten encirclements. Having advanced beyond this line in the summer of 1942, however, the newly-acquired German depots (Krasnodar, Stalingrad, Voronezh, Tula and Kalinin) cannot readily support one another (assuming that Moscow does not fall).

The sort of thorny dilemma facing the German can be shown best by example; see Figure 7. It is Jan/Feb 1943, following snow on the previous turn during which the Russian forces began to maneuver to encircle the city. With the German now to move, he would be risking another "Stalingrad" if he were to try and hang on to Voronezh; from this position he will probably pull back to Kursk. Without having directly assaulted the city, the Russian player will have succeeded in bloodlessly levering his opponent out. If the German stays, he risks losing his whole force to surrounded attacks (an instance where persistence in counterattacking even beyond the winter would be almost mandatory for the Russian).

It might be supposed that the isolation of the most likely German wintering positions would be in part nullified by their improved combat supply. However, the ability to trace such supply to units two hexes from friendly cities makes this an advantage more supposed than real. Such units are distinctly more vulnerable than their comrades closer to the supply city; they are deprived of combat supply if hexes connecting them to the city are put in Russian ZOCs (regardless of the presence of friendly units). Secondly, unless possible Russian thrusts are confined to a limited area geographically, then the extended perimeter will have to be held virtually all the way around the city if the defense is to be effective. This would have been the case had the Germans tried to mount a defense in the example of Figure 7—and would be true for most of their winter bases. The number of units required to establish such a "motti" would be prohibitive, especially given the lengthened front and German casualties.

Spring and Summer 1943:

With the prospect of defeat now banished and a second winter offensive behind them, the Russians might be forgiven for thinking that as the snow clears they can carry on with the drive on Berlin and Bucharest. After all, when the sweeping advance following Stalingrad finally halted in the spring mud, the German summer riposte at Kursk was feeble in its effects compared to previous German efforts. After Kursk, of course, the Axis rarely stopped retreating. Unfortunately, even in those games where a Russian defeat can be ruled out by this stage, there is a strong chance that the German can



recapture the strategic initiative when the weather clears and be able to mount some credible attacks. There are two reasons this is likely to be so.

There is no guarantee that the historical debacle at Stalingrad will have been recreated in your game. Indeed, a competent German player would have to be unlucky to suffer similar losses. Using the "At Start" forces from the scenario set-ups, it emerges that in game terms in Nov/Dec 1942 the Russians have 226 combat factors and the Germans 219; by May/June 1943, the respective figures are 243 and 152 (the Russian totals are the average of highest and lowest possible). Though these numbers give some idea of the effects of the second winter counter-offensive, it is my general experience that both sides fall short of these figures—with the discrepancy being most marked for the Russian. In fact, should no "Stalingrad" have befallen the German player, given his substantial reinforcements and replacements in 1943, they may enter the May/June turn with their army at a game-high total.

The remaining Clear-weather Stuka is the other factor to be considered. This will still be a very potent threat, especially if the German HQs are placed so as to maximize the area where it can be deployed. It alone is sufficient in many instances to allow the German to recapture the initiative when Clear weather returns. Even in instances where two years of war in Russia have taken a heavy toll on the Wehrmacht, the Stuka can help the German disguise his essential weakness by allying with the greater mobility of Axis units to pose more possible threats all along the Russian front. This will in turn mean that the Russian must spend more time worrying about possible German attacks than conducting his own.

However, these two factors, while they should imbue the Russian player with caution in the first half of 1943, should not stop the eventual Soviet offensive. Even if at a disadvantage in number of combat factors, once the Stuka disappears the superior Russian replacement rate will hand the initiative to you (especially as both sides will now only be able to launch relatively low-odds attacks). Such poor attacks have grave disadvantages for the German; the combat results themselves can lead to more casualties and there is a greater portend of a bad result leaving other forces stranded in a poor position (to be surrounded and eliminated by the Russians in their turn). With comparatively little in the way of reinforcements from this time on, the German can ill afford any losses in contrast to the Russian with his now doubled replacement rate.

It is worth emphasizing that holding the initiative (being the attacker) has important benefits highlighted by the two-impulse per turn movement system of *RUSSIAN CAMPAIGN*. The defender must deal with every possible threat, stretching his resources, during his own first move; the attacker is allowed to concentrate in his. This is obviously of additional importance in 1943, when both sides may be in rough balance. For the German however the initiative he may hold in early 1943 will be greater in its threat than execution, for one Stuka is far less powerful than two, nor is it as flexible.

(from about Sept/Oct 1942 to Sept/Oct 1943) can be a tricky time for you to negotiate. A far-too-common mistake is to over-estimate Soviet strength and underestimate that of your opponent. This in turn leads to:

1. Launching the Counter-Offensive too soon. At some stage during 1943, the Russian player should begin an attack designed to wrest the initiative permanently from the German. Timing such an attack can be difficult. To be effective, mobile two-impulse units must be involved primarily; but this means exposing them to a possibly devastating German counterattack. Despite the newly doubled replacement rate, the Guards and armor units will only slowly recuperate from heavy losses (at best, only two will re-appear each turn). A disaster early in 1943 might slow the Russian drive for months to come. So, despite the pressing time constraints, the Russian may be better served by biding his time for one more turn before sounding the charge.

2. Failing to appreciate the need for a Good Defense. Any offensive action means the concentration of your resources in one sector to the detriment of others. Superior German mobility means that they can concentrate in large numbers virtually anywhere along the front line. This, it is true, is a problem with which you have been grappling since 1941; but there is a danger that over-enthusiasm in the winter offensive and the feeling that defeat has been avoided might betray one into a disastrous over-confidence. More than once the Russian front has been ripped apart in the summer of 1943 because a player neglected the most basic of defensive techniques. It is a cardinal principle of continued Russian defense that, unless a sector is to be abandoned, the Red Army's resources must be reasonably evenly spread. This not only means a strong "interlocking" defense in 1943 to face the Germans, but also that you not rely too much on railing new units in to plug the gaps. Further, now that he has the capability with his growing army, in 1943 when the Russian cannot afford to cede territory anywhere, he needs to retain a counterattack capability almost everywhere.

CONCLUSION

Finally, the last remaining German offensive potential will be spent—with luck, no more successfully than the historic *Ziadelle*. Figure 8 shows this point in an "average" game. It is the beginning of the German Sept/Oct 1943 turn. The weather is Light Mud. The Russians have just launched a successful riposte to a German attack in the Rostov area, and the Germans (without a Stuka now) are forced onto the strategic defensive. To reach this stage, the Russian player has been working since the beginning of the game, having suffered one nail-biting crisis after another. It is, however, worth the psychological wear-'n-tear. The situation as shown here is, for the Russian, in my opinion one of the most satisfying experiences in all of wargaming.



Possible Russian Errors:

The period in *TRC* when the initiative should begin to swing decisively in favor of the Russians

CONVENTION CALENDAR

The *GENERAL* will list any gaming convention in this space free of charge on a space available basis provided that we are notified at least four months in advance of the convention date. Each listing must include the name, date, site, and contact address of the convention. Additional information of interest to our readership such as tournaments or events utilizing The Avalon Hill Game Company's games is solicited and will be printed if made available.

The Avalon Hill Game Company does not necessarily attend or endorse these gatherings, nor do we guarantee that events using The Avalon Hill Game Company's games will be held. Readers are urged to contact the listed sources for further information before making plans to attend.

JUNE 7-8

GAMECON III, Paramus, New Jersey
Contact: William McCauley, The Game Master, Bergen Mall, Paramus, NJ 07652. (202) 843-3308.

JUNE 28-30

'91 ASL EUROPE, Kaiserlautern, Germany.
Contact: Mike Offutt, Bldg. 1112, Apt. B, Vogelweh, 6750 Kaiserlautern, Germany. 0631-50823.
Note: While all competition will be ASL, open gaming of *SL* is welcomed.

JUNE 30

MADISON GAME DAY, Madison, Wisconsin
Contact: Pegasus Games, 6640 Odana Road, Madison, WI 53719. (608) 833-4263.

JULY 3-7

ORIGINS '91, Baltimore, Maryland
Contact: Wes Coates, P.O. Box 609, Randallstown, MD 21133.
Note: Still billed as *The National Game Convention*.

AUGUST 2-4

DIPCON XXIV, Toronto, Ontario
Contact: Doug Acheson, Unit 5, Suite 330, 320 Yonge Street, Barrie, Ontario, L4N 4C8, Canada.
Note: The North American *DIPLOMACY* Championships, held for the first time outside the United States.

AUGUST 23-25

AVALONCON I, Camp Hill, Pennsylvania
Contact: Don Greenwood, c/o TAHGC, 4517 Harford Road, Baltimore, MD 21214. (301) 254-9200.
Note: Avalon Hill's convention devoted exclusively to tournaments in our line of games. For more details see elsewhere in this issue.

AUGUST 30-SEPTEMBER 2

PACIFICON '91, San Mateo, California
Contact: Charles K. Wofford, PacificCon '91, P.O. Box 2625, Fremont, CA 94536.
Note: The premier event will, as in the past three years, be a 36-plane *B-17*.

SEPTEMBER 13-15

TACTICON '91, Denver, Colorado
Contact: Heather Barnhorst, Denver Gamers Association, P.O. Box 440058, Aurora, CO 80044. (303) 680-7824.
Note: Events include *VITP*, *KM*, *DIP*, *ASL* and *B-17*.

OCTOBER 11-13

ASL OCTOBERFEST VI, Youngstown, Ohio
Contact: Bill Conner, P.O. Box 4114, Youngstown, OH 44515. (216) 797-9009.
Note: Non-stop *ASL*.

OCTOBER 12-13

P.E.W. KHAN U-I, New Cumberland, Pennsylvania
Contact: M. Foner, Games Only Emporium, 200 Third Street, New Cumberland, PA 17070. (717) 774-6676.
Note: Guest-of-honor to be S. Craig Taylor.

NOVEMBER 15-17

COWBOY CON II, Stillwater, Oklahoma
Contact: Michael Lyons, The Cowboy Campaigners Club, O40 Student Union, Box 110, Oklahoma State University, Stillwater, OK 74078. (405) 372-9448.

TO THE GATES

The Historical RUSSIAN CAMPAIGN

By Robert B. Allred and Robert E. Allred

Robert Brad Allred is one of the first generation of wargamers, entering the hobby during the '60s to which most of us trace our Avalon Hill roots. His son, Robert Earl Allred, surely owes his interest in the hobby to his father's influence. Together, they prove a rare example of the best method for curbing the "greying of the hobby" we hear so much about—the invaluable opportunity of a parent to pass along his love and understanding of wargaming to his (or her) children.

War games are more than just recreational activities; they also serve to illustrate—and even, to a certain extent, recreate—a historical situation and impart the lessons to be learned by students of military science and history. One of the primary reasons the elder author of this piece became interested in Avalon Hill wargames was to learn something of the actual conditions and development of the situation as it affected such varied clashes as Gettysburg, D-Day and the Battle of the Bulge; the younger has taken up the tradition by becoming involved in board wargaming during its current, much more sophisticated, phase. We will together attempt to throw some light onto the historical situation as it pertains to the opening moves for Avalon Hill's excellent simulation *THE RUSSIAN CAMPAIGN*.

The broad facts of the launching of Operation *Barbarossa* are well known: the three million German and allied Axis troops attacked the two million troops of the Soviet Union. The gigantic offensive opened at 3:45 AM on 22 June 1941—about six weeks late (which was indeed six weeks *too* late). What the following will illustrate, for those interested in simulation of the historical opening moves of the attack through the medium of *TRC*, are not only the failure to effectively use superior forces on the part of the Axis, but also that, contrary to popular belief, the Soviet Army did in fact manage to extricate most of its formations and maintain a somewhat continuous front, anchoring its flanks along the coasts and in the Pripyet Marshes of western Russia, Poland and the Ukraine. These feats were accomplished in spite of the loss of almost a million men in two pockets around Minsk and Smolensk alone, and in spite of the repeated breaching and overrunning of parts of the front by the Wehrmacht. Stalin and STAVKA made full use of that staunch tenacity and stubbornness which has allowed the peoples of the 15 Soviet republics and the "autonomous" regions of the USSR to endure and persevere—not only through the terrible war during the campaign, but through more than seven decades of communism.

Our description of the beginning of *Barbarossa* will rely on the historical set-up and campaign rules of *THE RUSSIAN CAMPAIGN*, and hope to also show that any winning strategy for the Axis player will in fact encompass the OKH (*Oberkommando des Heeres*) plan for the destruction of the Red Army. Of course, Axis players of the game are blessed by being able to avoid Hitler's catastrophic interference which, despite

intuitive insights and strokes of genius, became a "strategy" of defeat. We will carry the action through the third Axis turn. Consider this a sort of "historical" Series Replay, with critique.

Getting down to the actual playing out of the campaign, readers should turn to the accompanying unit positions (see sidebar). The historical Soviet set-up depicts the placement of Soviet forces to guard the Motherland, which was too far forward—but did provide for some defense in depth along the northern half of the front, and which was rather solidly in place along the southern half of the front (but without any depth in that lengthy sector). As for the initial Axis turn, it clearly shows that the fortunes of war were rather generous to *both* sides. The Soviets could have been more severely mauled, and the attackers did not suffer as many casualties as they might as they crossed the Russian borders and reduced its defenses.

In the first impulse of the first turn of our historical "simulation", the Soviets are driven back toward Archangel in the extreme north, but managed to hold off the Finns from any initial advance toward Leningrad. Army Group (AG) North, with Stuka support, pushes back the Soviet infantry armies. AG Center destroys the 10th Army and, with the aid of Stukas, the 3rd Cavalry Corps; it also forces the 3rd Army and the 4th and 5th Mechanized corps to retreat. AG South's 52nd Panzergrenadiers are beaten off in their thrust against the Soviet 3rd Mechanized Corps, but the 6th Army is destroyed in a combined attack by Axis mountain, infantry and panzer formations. AG South infantry units—backed by Stukas—force the 5th Army to abandon its position. The armies of the Rumanian Group attack without the benefit of Stuka support, and the 4th Infantry and Rumanian Cavalry corps are beaten back in their attack against the Soviet 9th Army. But the Soviets lose the 12th Mechanized in the south, and the 4th and 5th Cavalry corps must withdraw.

The Axis offensive gains momentum in the second impulse, even though the Finnish drive on Leningrad stalls when their 2nd and 4th corps are forced back. AG North destroys the Soviet 1st Mechanized, and forces the 7th Mechanized out of the way. AG Center's 5th and 6th Infantry corps make "contact" with the 11th Mechanized, and the 8th is forced back to the same position as the 7th Mechanized. The 6th Cavalry is eliminated, but the lucky 5th Mechanized survives a 9-1 strike and retreats. Panzer corps strike at the Soviet 4th Army, but a "DR" result against a woods position renders a "Contact". AG South fares much the better, as the Soviet 5th Army must retreat and the 3rd Mechanized surrenders. Other AG South and Rumanian corps advance and spread out, and the headquarters move forward.

The Soviet turn sees them withdrawing in good order, with railed-in units filling the gaps in the line. Thus we can see—and contrary to popular wargaming myth—the Soviets are main-

taining a stable front, covering their flanks, and even counterattacking the Axis spearheads. The latter action (using our benefit of hindsight, of course) was more reckless than unwise, but only because we can see what the Soviets could not at the time—that the Axis armies were simply too strong to throw off balance by mobile counter-thrusts. The results of these disastrous attacks were predictable: the elimination of the 4th, 5th, 7th and 11th Mechanized corps and the retreat of the 4th Army. The catastrophic results underscored the inadequacy of Soviet tactics and equipment during the early stages of the war (but that's the subject for another game system). In the second impulse, the Soviet player manages to throw away the 6th, 8th and 9th Mechanized corps in more futile counterattacks. But he has also thinly maintained his front in the north and center, while extricating the Kiev covering force from the border area and holding the extreme flanks along the coasts (after filling in some major gaps in the southern half of the front).

In the second turn, the Axis offensive gathers speed as the steamroller continues to pulverize the Soviet front. This turn's moves demonstrate the strength of the Axis formations and positioning, and the "correctness" of OKH's strategy thus far. Shown for all is the effectiveness of an attack at overwhelming odds, forcing the defender to surrender and negating his zones of control (ZOC) so that other Axis units can move through unimpeded. AG Center's 5th, 6th, 7th, 9th, 13th, 20th, 42nd and 43rd corps, with Stuka support, annihilate the Soviet 3rd Army in an "automatic victory" that allows the unhindered movement of other Axis units. AG Center's panzer corps go on to destroy the Soviet 4th and 13th armies; and the 21st Army is forced back.

In other action, the Finns are able to eliminate the Soviet 7th and 23rd armies, but suffer the loss of their own 2nd and 7th corps. AG North destroys the 8th and 11th armies (the latter attack with Stuka support), but loses the 2nd and 38th corps. AG South's 48th Panzer Corps receives air support to eliminate the Soviet 5th cavalry. Combined infantry and mountain units, along with the Rumanian mountain corps, gather to overwhelm the 26th Army, but the German 4th Corps is lost in the "exchange". The Rumanian Group's 11th and 30th corps and the Rumanian Army's 2nd PG Corps unite to eliminate the 12th Army.

So, as the situation has developed, the Finns have knocked out the entire Soviet border force there, AG North has sliced through the Baltic Military District, Group Center has swept over the Western Military District (and forced the surrender of the 3rd Army), AG South has reduced the Kiev Military District's forces to one infantry army and one light armored corps, and the Rumanian force has knocked out the Odessa Military District's armor. The Minsk and Leningrad garrisons are depleted, and the roads to Leningrad and Moscow are wide open, with only relatively minor stumbling blocks in the way

As the second impulse of the second Axis turn unfolds, the situation rapidly deteriorates for the Soviets in the north, but the Axis drive falters in the south. AG North's 1st and 10th corps attack the Soviet 27th Army; the Soviet unit and the 10th Corps are eliminated in the "exchange". North's 26th Corps, 41st and 56th Panzer corps attack and destroy the 10th Mechanized, with the loss of the 26th in another "exchange". AG Center's 24th and 47th Panzer corps attack and eliminate the 21st Army.

AG South's 17th, 29th, 55th corps and 48th Panzer all attack the 5th Army, pushing it back. The 3rd and 14th Panzer corps attack the 1st Cavalry, but the 3rd is lost in the "exchange" (the result of cumulative tank losses thus far I guess). The 52nd Panzer Grenadier Corps moved one hex beyond the legal maximum (an error not noticed at the time of this first game) to assist the Rumanian 2nd PG Corps in an attack on the Soviet 2nd Mechanized. The Rumanian panzer-grenadiers were sacrificed in the "exchange". The Rumanian Group's 11th and 30th move into "contact" with the 18th Army. The 54th Corps and 40th Panzer Corps force the 9th Army to retreat.

By now it should be no surprise that the high command of the Wehrmacht was elated; it would take another five months before their hopes of a victory in 1941 were to be dashed. As for the Soviet side, virtually all of the mechanized corps had been thrown away in futile counterattacks against Axis formations that were just too powerful to knock back. As far as our simulation is concerned (some isolated and far-flung armies are not represented), the Soviet forces have been reduced to five regular armies and but two cavalry corps. However, the prodigious Soviet replacement capacity now comes into play. But prior to that moment—the arrival of literally hordes of fresh Red Army troops—it is time for the Axis player to savor the view of a mapboard that is practically denuded of Soviet counters. It is easy to see why most of the world leaders at the time had just about written-off the Soviet Union as a viable member of the anti-Axis alliance.

Now, for the Soviet second turn. On the first impulse, the arriving replacements include the 27th Army at Leningrad, the 20th and 21st armies and 3rd and 5th Cavalry corps at Moscow. The 16th Army arrives from the east, by railroads vis Saratov to the front. The 3rd and 5th Cavalry corps likewise are railed to the almost non-existent front lines, as are the 20th and 21st armies. On the Leningrad front the 7th Army moves out of the city. Elsewhere the 4th Cavalry Corps and the 9th, 18th and 22nd armies reposition themselves. The sole Soviet counterattack this time is the 5th Army's strike against the exposed 52nd PG Corps, which results in a "Contact".

The second impulse sees the 24th Army arrive at Moscow and the 40th Army at Kursk. The 5th Army's push against the 52nd results in an offensive retreat. Thus we see that—again contrary to popular belief—Stalin and STAVKA have been able (if just barely) to re-establish the front in August 1941. The central sector, from Bryansk to Kiev, was the least insecure; but the extreme south, and the areas in front of Leningrad and Moscow were in desperately weak condition.

The Historical RUSSIAN CAMPAIGN

Set-Up and Movement:

Historical Set-up for the Red Army:

Odessa Military District—9th Army (CC25); 4th Cavalry (AA25); 12th Mechanized (Y25).
Kiev Military District—5th Cavalry (W25); 12th Army (V26); 26th Army (T27); 3rd Mechanized (S26); 6th Army (R26); 5th Army (Q24).

Western Military District—3rd Cavalry (P23); 4th Army (O22); 4th Mechanized (O22); 6th Cavalry (M21); 5th Mechanized (M22); 10th Army (L23); 8th Mechanized (K21); 11th Mechanized (K20); 3rd Army (J22).

Baltic Military District—11th Army (I20); 7th Mechanized (I19); 8th Army (G19); 1st Mechanized (G18).

Finnish Border—7th Army (B7); 23rd Army (C10).

The remaining garrisons and reserves are deployed as per the listings on the "Russian OB Chart" found in the game.

Historical Set-up For the Axis Armies:

Finland—4th Corps (A11); 2nd Corps (A10); 7th Corps (A9); 6th Corps (A8).

Rumania—Rumanian Cavalry Corps (DD27); Rumanian 4th Corps (BB27); Rumanian 1st Mountain and 2nd PG corps (X27); 11th, 30th and 54th corps (Z27).

AG South—49th Mountain Corps (R28); 52nd PG Corps (Q27); AG South HQ (P28); 4th and 44th corps (P27); 3rd Panzer, 14th Panzer and 48th Panzer corps (P26); 17th, 29th and 55th corps (O25).

AG Center—46th Panzer and 12th corps (O24); 24th Panzer and 47th Panzer corps (N24); 13th and 43rd corps (M24); 7th and 9th corps (L25); AG Center HQ, Italian 3rd Corps and 53rd Corps (L26); 8th, 20th and 42nd corps (J24); 39th Panzer and 57th Panzer corps (I23).

AG North—AG North HQ, 26th, 28th and 38th corps (H23); 41st Panzer and 56th Panzer corps (H22); 1st, 2nd and 10th corps (G21).

Hitler is in Berlin.

Axis Turn #1, First Impulse:

Movement:

Unit	To Hex:
Finn 4th	B10
Finn 2nd	C9
Finn 6th	A7
Finn 7th	B8
26th Corps	I21
28th Corps	I21
38th Corps	I21
41st Panzer	H21
1st Corps	G20
2nd Corps	G20
10th Corps	G20
46th Panzer	O23
12th Corps	O23
24th Panzer	N23
47th Panzer	N23
13th Corps	M23
43rd Corps	M23
7th Corps	L24
9th Corps	L24
39th Panzer	K23
57th Panzer	K23
Italian 3rd	N24
53rd Corps	J24

Unit	To Hex:
8th Corps	J23
20th Corps	J23
42nd Corps	J23
5th Corps	I22
6th Corps	I22
52nd PG	R27
49th Mt.	R27
4th Corps	Q26
44th Corps	Q26
3rd Panzer	Q25
14th Panzer	Q25
48th Panzer	Q25
17th Corps	P25
29th Corps	P25
55th Corps	P25
Rum Cavalry	DD26
Rum 4th	BB26
11th Corps	Z26
30th Corps	Z26
54th Corps	Z26
Rum 1st Mt.	X26
Rum 2nd PG	X26

Combat:

Attackers	Defenders	Odds	Result
Finn 6th & 7th	7th Army	1-1	DR (to B5)
Finn 2nd & 4th	23rd Army	1-2	C
26th, 38th, 41st & 56th Panzer	11th Army	4-1	DR (to I18)
1st, 2nd & 10th (with Stuka)	8th Army	5-1	DR (to G17)
46th Panzer & 12th (with Stuka)	4th Army & 3rd Cav	3-1	D1 (3rd Cav elim)
24th & 47th Panzer	4th Mech	7-1	DR (to O20)

13th, 43rd, 7th, 9th, 39th & 57th Panzer	10th Army & 5th Mech	4-1	DI (10th Army elim)
5th, 6th, 8th, 20th & 42nd	3rd Army	3-1	DR (to L21)
52nd PG	3rd Mech	1-1	AR (to R28)
49th Mt, 4th, 44th, 3rd, 14th and 48th Panzer	6th Army	7-1	DE
17th, 29th & 55th (with Stuka)	5th Army	4-1	DR (to R23)
Rum Cav & 4th	9th Army	1-1	AR (Cav to EE27, 4th to BB27)
11th & 30th	12th Mech	2-1	DE
54th	4th Cav	1-1	DR (to CC24)
Rum 1st Mt & 2nd PG	5th Cav	2-1	DR (U25)

Axis Turn #1, Second Impulse:

Movement:

Unit	To Hex:	Unit	To Hex:
2nd Corps	F19	24th Panzer	N23
10th Corps	F19	47th Panzer	N23
1st Corps	G19	12th Corps	O23
28th Corps	I20	46th Panzer	O23
38th Corps	I20	17th Corps	Q23
26th Corps	H20	29th Corps	Q23
41st Panzer	H20	55th Corps	R24
56th Panzer	H20	3rd Panzer	R24
5th Corps	J21	14th Panzer	R24
6th Corps	J21	4th Corps	R26
8th Corps	J22	44th Corps	R26
20th Corps	J22	52nd PG	R26
42nd Corps	J22	49th Corps	R27
7th Corps	K22	48th Panzer	T24
39th Panzer	K22	Rum 2nd PG	X25
57th Panzer	K22	11th Corps	Y24
9th Corps	M22	30th Corps	Z25
13th Corps	M22	AG North HQ	Q20
43rd Corps	M22	AG Center HQ	I21
		AG South HQ	Q25

Combat:

Attackers	Defenders	Odds	Result
Finn 2nd & 4th	23rd Army	1-2	AR (2nd to B9, 4th to A10)
1st, 2nd & 10th	1st Mech	5-1	DE
28th, 38th, 26th, 41st & 56th Panzer	7th Mech	6-1	DR (to K19)
5th & 6th	11th Mech	2-1	C
8th, 20th & 42nd	8th Mech	3-1	DR (to K19)
7th, 39th & 57th Panzer	5th Mech	9-1	DR (to L20)
9th, 13th & 43rd	6th Cav	4-1	DE
12th & 24th, 47th, 46th Panzer	4th Army	4-1	C
17th, 29th, 55th, 3rd & 14th Panzer	5th Army	4-1	DR (to S21)
4th, 44th, 52nd PG & 49th	3rd Mech	6-1	DS

Soviet Turn #1, First Impulse:

Movement:

Unit	To Hex:	Unit	To Hex:
27th Army	E14	22nd Army	N11
10th Mech	F13	9th Mech	U22 (via RR)
8th Army	H15	2nd Mech	W21 (via RR)
11th Army	J16	5th Army	T22
8th Mech	V24 (via RR)	26th Army	V25
5th Mech	J20	18th Army	X22
7th Mech	J20	12th Army	W23
3rd Army	K18	5th Cav	V24
6th Mech	K19	1st Cav	V22
4th Mech	N22	9th Army	AA23
4th Army	N22 (via O21)	4th Cav	BB24
13th Army	O17	7th Army	B6
19th Army	Q11	21st Army	O16 (via RR)

It has come time to see how the German high command was interfered with not without good reason, however. German intelligence was convinced that very strong Soviet forces were lurking in the sector between Kiev and Bryansk, and that a massive counterattack against AG South was in the offing. The result was the colossal blunder of attacking away from the nerve-center of Stalin's Russia—Moscow. The drive from Moscow towards the Don Basin certainly disrupted Soviet industry, but led to the failure to take out the keystone of Soviet Russia. There were political considerations, of course, as contact with Germany's allies (real or imagined) in the Ukraine, Kazakhstan, Armenia and the Volga German colonies were pursued. But, the failure to maintain the immediate objective—Moscow—in the pursuit of the more esoteric, and eventually unattainable, goals of southern Russian and Persian oil fields, the opening of an overland route to Turkey and the Middle East, and a subsequent link-up with Japan, sent the German Army far afield.

So, in the third turn, the Finns consolidate their position in the far north and take another stab at Leningrad. However, AG North failed to aggressively drive for that city while there was still time to capture it and instead spread its forces as far south as Vitebsk. Many of AG Center's units—the 8th, 9th, 12th, 13th, 42nd, 43rd and 53rd corps—were engaged in the reduction and mop-up of the Minsk and Smolensk pockets (where, as we already mentioned, about 1000000 Soviet troops had been isolated). This large body of German units was also held in the area to guard against suspected countermoves by the enemy in the Pripyet Marsh and Dnepr River area. Many were also kept in place for rest and refit; some were shifted toward the south-central part of the front to stiffen infantry-poor panzer units. So there was indeed a method to this madness. To block the expected Soviet counterattack from the south, the 24th, 39th, 47th and 57th Panzer corps, and the SS Reserve, were shifted away from Moscow in the general direction of Kursk. As for AG South and the Rumanian Army, they pretty much fanned out and drove forward from Odessa to Kiev.

Combat results were even more interesting. A "contact" result for the Finns at Leningrad. An attack by 1st and 28th corps and the 41st Panzer from AG North pushed back the 28th Army. AG Center's 56th and 57th Panzer corps forced the 27th Army to retreat. The 5th corps, 39th Panzer corps and SS Reserve make "contact" with the 16th and 19th armies. The 24th and 47th Panzer drove the 21st back. AG South's 29th and 55th make "contact" with the Soviet 5th. Meanwhile, in the sole clear victory, the 4th Rumanian received Stuka support to destroy the 2nd Cavalry and take Odessa. The 48th Panzer Corps forced back the 18th Army.

By the end of September in our "game", the combined Axis forces have pushed back and penetrated the Soviet front in every area—just as they did in the months of June, July and August 1941. But, a fairly continuous Russian front line remains, even as the German spearheads are being pulled away from the key objective of Moscow and turned towards a suspected threat from the battered Red Army in the Bryansk-Kursk area. From the deployment of forces, it

is easy to see why expert observers anticipate Soviet Russia's collapse. The Wehrmacht has fanned out to occupy a wide territory prior to the expected Russian debacle. But the Soviet player would not cooperate with this scenario.

Some of the steam begins to dissipate from the Axis steamroller as the premature anticipation of victory dulled the senses, and as the losses to Axis formations caused them to lose strength and mobility. The arrival of October 1941 brings the end of the dry season, so the second impulse of the third turn in our recreation of *Barbarossa* has "Light Mud" for the weather conditions.

In the second half of the Axis turn, the Finns are driven off in yet another attack on Leningrad. AG North's 1st and 28th corps attack the hapless 27th Army and destroy it, while the group's other units continue a slow advance and shift a bit to the south (to cover for AG Center as it shifts southward too). At AG Center, the 5th and 8th corps make "contact" with the 19th Army, the 6th and 7th corps drive back the 20th, the 9th and 20th along with the 39th Panzer Corps and SS Reserve attack and eliminate the newly-arrived 16th Army. The 24th and 47th Panzer corps continue their single-minded drive away from Moscow, as they together attack and overrun the 21st Army.

AG South's 29th and 55th corps push against the tough 5th Army and force it to retreat again. The 14th and 48th Panzer corps attack and push back the 18th Army, while the 52nd Panzer-grenadiers makes contact with the Russian 4th Cavalry Corps in Dnepropetrovsk. The 11th and 20th corps force a retreat upon the 9th Army. All the other Axis units spread out and drive forward across empty spaces, but not to their full potential as the German player consolidates his gains in the face of an expected Soviet capitulation—a vain hope.

With our perfect 20-20 hindsight, wargamers have the luxury of learning from the successes and failures of others. The opening Axis offensive proceeded quite well, in spite of some outcomes that can be equated with rather unlucky die rolls, until the third (Sept 1941) turn. The essential problem was Hitler's preoccupation with the flank of Army Group Center, which brought him to divert the main thrust of his effort toward the south. This player's impatience drove him to seize Kiev and Kursk, to push for Kharkov and Dnepropetrovsk, in order to secure the Ukraine and enter the Don basin, so as to move down towards Persia, *before* the main objective—Moscow—was occupied. Thus, his powerful panzer formations were diverted at the very time when they could have entered the Soviet capital.

There is a famous entrepreneur who advises those looking to "get ahead" to study what poor people do . . . and then avoid that course of action. The same rule can be applied to wargaming. Winners look at what losers have done, and then avoid that course of action. Take a good look at how Hitler managed to blunder his way out of success—and don't do that!

The real irony is that the German High Command, including Hitler, had earlier decided that the "high road" to Moscow was the best chance for success in their *RUSSIAN CAMPAIGN*; and we certainly agree. (The "high road" to Moscow passes north of Minsk, between Smolensk and Vitebsk, and just south of the Moldai hills

Combat:

Attackers	Defenders	Odds	Result
5th & 7th Mech	28th & 38th	1-2	AE
11th Mech	5th & 6th	1-3	AE
4th Mech & 4th Army	9th, 14th, 43rd, 24th & 47th Panzer	1-6	A1 (4th Mech elim)

Soviet Turn #1, Second Impulse:

Movement:

Unit	To Hex:
8th Mech	T23
6th Mech	K20
10th Mech	H13

Combat:

Attackers	Defenders	Odds	Result
8th & 9th Mech	48th Panzer	1-2	AE
6th Mech	5th & 6th	1-4	AE

Axis Turn #2, First Impulse:

Movement:

Unit	To Hex:
Finn 6th	A6
Finn 7th	C6
Finn 4th	B11
Finn 2nd	C9
1st Corps	F16
10th Corps	F16
2nd Corps	G15
26th Panzer	H16
41st Panzer	H16
56th Panzer	I16
28th Corps	J17
38th Corps	J17
5th Corps	J18 (AV)
6th Corps	J18 (AV)
8th Corps	J19 (AV)
20th Corps	J19 (AV)
42nd Corps	J19 (AV)
7th Corps	K19 (AV)
9th Corps	L19 (AV)
13th Corps	L19 (AV)
43rd Corps	L19 (AV)

Unit To Hex:

Unit	To Hex:
57th Panzer	M16
39th Corps	N17
24th Panzer	N21
47th Panzer	N21
Italian 3rd	P22
53rd Corps	L21
17th Corps	S23
29th Corps	S23
48th Panzer	U23
55th Corps	T24
3rd Panzer	T24
14th Panzer	T24
4th Corps	U25
44th Corps	U25
52nd PG	U25
49th Mt.	V26
Hitler	I22 (via RR)
27th Corps	I22 (via RR)
SS Reserve	J21
40th Panzer	Z26 (via RR)
Hung 1st PG	T25 (via RR)

Combat:

Attackers	Defenders	Odds	Result
5th, 6th, 7th, 8th, 9th, 13th, 20th, 42nd & 43rd (with Stuka)	3rd Army	10-1	Automatic Victory
Finn 6th & 7th	7th Army	1-1	EX (Finn 7th elim)
Finn 2nd & 4th	23rd Army	1-2	EX (Finn 2nd elim)
2nd, 26th & 41st Panzer	6th Army	3-1	EX (2nd Corps elim)
28th, 28th & 56th Panzer (with Stuka)	11th Army	5-1	EX (38th Corps elim)
39th Panzer	21st Army	2-1	DR (to Q16)
24th & 47th Panzer	13th Army	3-1	DE
46th Panzer & 12th	4th Army	2-1	DE
48th Panzer (with Stuka)	5th Cav	5-1	DE
4th, 44th, 52nd PG, 49th Mt. & Rum 1st Mt.	26th Army	4-1	EX (4th Corps elim)
11th, 30th & Rum 2nd PG	12th Army	2-1	DE

Axis Turn #2, Second Impulse:

Movement:

Unit	To Hex:
1st Corps	E15
10th Corps	E15
26th Corps	H14

Unit To Hex:

Unit	To Hex:
24th Panzer	P16
47th Panzer	P16
17th Corps	S22

41st Panzer	I13	29th Corps	T23
56th Panzer	I13	55th Corps	U22
28th Corps	K15	48th Panzer	U22
5th Corps	E15	3rd Panzer	V23
6th Corps	E15	14th Panzer	V23
8th Corps	K17	44th Corps	V24
20th Corps	K17	49th Mt.	W24
42nd Corps	K17	52nd PG	W22 (illegal)
7th Corps	L18	Rum 2nd PG	W22
SS Reserve	L18	11th Corps	Y22
9th Corps	K16	30th Corps	Y22
43rd Corps	K16	54th Corps	Z24
13th Corps	N18	40th Panzer	Z23
46th Panzer	L20	AG North HQ	I14
53rd Corps	L21	AG Center HQ	M18
12th Corps	N20	AG South HQ	W23
57th Panzer	O14	23rd Corps	F31
39th Panzer	15	Rum 5th	BB31

Combat:

Attackers	Defenders	Odds	Result
1st & 10th	27th Army	1-1	EX (10th Corps elim)
26th, 41st & 56th Panzer	10th Mech	6-1	DE
24th & 47th Panzer	21st Army	3-1	DE
17th, 29th, 55th & 48th Panzer	5th Army	3-1	DR (to T20)
3rd & 14th Panzer	1st Cav	3-1	EX (3rd Panzer elim)
52nd PG & Rum 2nd PG	2nd Mech	3-1	EX (Rum 2nd PG elim)
11th & 30th	18th Army	1-2	C
54th & 40th Panzer	9th Army	2-1	DR (to CC22)

Soviet Turn #2, First Impulse:

Replacements:

27th Army (Leningrad), 21st Army (Moscow), 3rd Cavalry (Moscow), 5th Cavalry (Moscow)

Movement:

Unit	To Hex:	Unit	To Hex:
27th Army	F13	9th Army	EE20
21st Army	T16 (via RR)	18th Army	Z20
20th Army	P14 (via RR)	4th Cav	DD18
16th Army	Q13 (via RR)	5th Army	W21
3rd Cav	T14	19th Army	N13
5th Cav	S17 (via RR)	22nd Army	K12

Combat:

Attackers	Defenders	Odds	Result
5th Army	52nd PG	1-1	C

Soviet Turn #2, Second Impulse:

No Movement

Combat:

Attackers	Defenders	Odds	Result
5th Army	52nd PG	1-1	AR (to W20)

Axis Turn #3, First Impulse:

Movement:

Unit	To Hex:	Unit	To Hex:
Finn 6th	D7	46th Panzer	Q16
Finn 4th	D10	17th Corps	T22
1st Corps	F13	29th Corps	W21
28th Corps	G13	55th Corps	V21
41st Panzer	H13	Hung 1st PG	W21
56th Panzer	J13	44th Corps	Y21
8th Corps	N15	49th Mt.	AA21
42nd Corps	D18	14th Panzer	BB21
53rd Corps	N18	52nd PG	BB21
43rd Corps	N17	48th Panzer	AA20
12th Corps	O16	Rum 1st Mt.	BB24
13th Corps	O15	Rum 4th	CC24

Options to Play a Historical Game

To re-create the historical conditions of the actual campaign in the game, use all of the "Play Balance" optional rules, except the final one (26.8). Instead of using this rule, refer to the historical Weather Chart under optional rule 26.6. Two excellent game variants to include for a historical recreation of the actual campaign in the "But What If . . ." (by Richard Hamblen, the game's developer, on page 9 in the 3rd edition rulebook) are: the inclusion of the artillery corps (I), and the unlimited Black Sea invasions (II). (In the actual campaign, numerous small invasions were accomplished, including a German counter-landing behind the beachhead of a Soviet landing.)

When invoking these options and variants, putting them to the best use will reflect the multiplying effect of "combined arms" actions—that is, the cumulative weight of stukas, panzers, panzergrenadiers, infantry, artillery and sea movement for the Axis, and the use of paratroop, partisan, armor, cavalry, infantry and artillery units (and sea movement) for the Soviet player. These diverse elements do not merely add up to a greater sum, but in effect multiply the factors of the forces involved to enhance combat effectiveness.

Using the above, and the historical set-up as described in the other accompanying sidebar, a reflection of the real-life campaign for history buffs, military scientists or curious game players can be accomplished.

centered on hex K10.) All available forces and reinforcements must be thrown into this corridor in a drive straight for the heart of the Soviet Union. The Moldai hills and the forests nearby must be cleared of enemy units, and river crossings made north and northeast of the capital (through Kalinin and toward Gorki). Once the capital is partially surrounded, there is a reasonable chance for a successful assault. With Moscow in Axis hands, Leningrad can be made to wither on the vine, and the majority of the Axis strength can be thrown into the next battles in the east and the south.

With all this in mind, it is imperative that AG Center's forces not be frittered away helping AG North or AG South. In fact, groups North and South need only advance far enough to help cover AG Center's flanks. Some of AG South's forces can try to knock out the Soviet industrial capacity (represented by the Worker units), while all available reserves are sent to AG Center.

The key objective is Moscow. The occupation of Moscow by the Red Army allowed it to win the civil war against the Whites, and the Axis occupation of the city will have the same result provided the Axis player pursues victory judiciously after seizing the heart of the Soviet Union. This can be done by a strategy of "defeat in detail" of the remaining Russian units by holding the enemy units in one area with adequate forces while concentrating superior forces against a part of the remaining Red Army. So, it can never be emphasized too strongly: seize Moscow, and an Axis victory is a real possibility in *THE RUSSIAN CAMPAIGN*.

9th Corps	P15
6th Corps	O14
5th Corps	N14
7th Corps	O15
20th Corps	O15
39th Panzer	Q14
SS Reserve	Q14
24th Panzer	S15
47th Panzer	S15
57th Panzer	J13
Italian 3rd	Q21

Rum Cav	FF22
54th Corps	BB21
30th Corps	CC21
11th Corps	CC20
34th Corps	I22 (via RR)
23rd Corps	L15 (via RR)
27th Corps	L15 (via RR)
40th Panzer	L14 (via RR)
35th Corps	O16
Rum 5th	BB23 (via RR)
Italian 4th	Q21 (via RR)

Combat:

Attackers	Defenders	Odds	Result
Finn 4th	Leningrad W	1-1	C
1st, 28th & 41st Panzer	27th Army	3-1	DR (to F11)
56th & 57th Panzer (with Stuka)	22nd Army	5-1	DR (to K10)
5th	19th Army	1-1	C
39th Panzer & SS Reserve	16th Army	1-1	C
24th & 47th Panzer	21st Army	3-1	DR (to V16)
29th & 55th	5th Army	1-1	C
Rum 4th (with Stuka)	2nd Cav	3-1	DE
48th Panzer	18th Army	1-1	DR (to Z18)

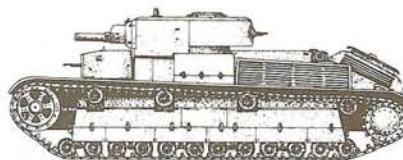
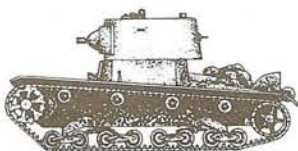
Axis Turn #3, Second Impulse:

Movement:

Unit	To Hex:	Unit	To Hex:
1st Corps	F12	46th Panzer	T16
28th Corps	G11	24th Panzer	U15
41st Panzer	H12	47th Panzer	U16
56th Panzer	I12	35th Corps	Q16
23rd Corps	K13	43rd Corps	P16
27th Corps	K13	53rd Corps	O16
57th Panzer	L12	42nd Corps	O20
40th Panzer	L13	Italian 3rd	R21
6th Corps	O13	17th Corps	T21
8th Corps	O13	44th Corps	Y19
7th Corps	P14	48th Panzer	AA18
9th Corps	Q14	49th Mt.	AA19
20th Corps	Q14	54th Corps	CC19
SS Reserve	R14 (via R15)	52nd PG	DD19
39th Panzer	R14 (Via R15)	11th Corps	DD20
12th Corps	Q15	30th Corps	DD21
13th Corps	Q15	AG Center HQ	N15

Combat:

Attackers	Defenders	Odds	Result
Finn 4th	Leningrad W	1-1	AR (to C10)
1st & 28th	27th Army	1-1	DE
5th & 8th	19th Army	2-1	C
6th & 7th	20th Army	2-1	DR (to R12)
9th, 20th, 39th Panzer & SS Reserve	16th Army	3-1	DE
24th & 47th Panzer	21st Army	3-1	DR (to X15)
29th & 55th	5th Army	1-1	DR (to W18)
14th & 48th Panzer	18th Army	3-1	DR (to AA16)
52nd PG	4th Cav	1-2	C
11th & 30th	9th Army	1-1	DR (GG19)



EDITOR'S CHOICE AWARDS

This issue marks the beginning of yet another volume year for *The GENERAL*. As is our usual custom, we'd like to honor the best of the many writers who submitted their material to our tender mercies for publication within these pages during the year past. The strength of *The GENERAL* has always been the many excellent articles written by gamers; once a year we look to reward the "best of the best". But, selecting one author's work to hold up as the ideal is a tough task—that's why we drop it on the shoulders of the readership. A poll of the readers will determine one author from the list we compiled to be named "Editor's Choice". He will receive a lifetime subscription to *The GENERAL*, in addition to a \$100 bonus. Please vote for only one of the nominees, and vote only if you have read all the articles nominated. Eliminating those articles written by our paid Avalon Hill staff, we offer the following articles from Vol. 26 to select from:

- BEYOND THE ELEVENTH CARD
Jim Eliason, No. 1
- TRAVELIN' TO THE TURNING POINT
David Chapel, No. 2
- THE FORGOTTEN YEAR
David Hovary, No. 2
- A FLAME IN THE GULF
James Werbaneth, No. 3
- WINGS OVER KOREA
Roger Horky, No. 3
- 501 CITY-FIGHT-IN-FOUR
Marcus Watney, No. 5
- RED DEVILS
Steven Swann, No. 5
- A BED OF STEEL
Alan Applebaum, No. 6
- UP THE SLOPES AND AT 'EM
John Hyler, No. 6

AH Philosophy . . . Cont'd from Page 4

There is no law that says our industry must continue. If we abuse our customers by catering to the needs of a subset, they could just walk away from us. What should we do?

First, we should recognize that the aficionados are a vocal minority. An important one, but a minority nonetheless. We need to apply a "skepticism discount" to the comments we read on the nets or in the magazines. They don't represent the majority.

Second, we need to make a greater effort to gather the opinions of the Silent Majority of customers, the people who don't *volunteer* their opinions. We have to go to them because they won't come to us.

And finally, we should label our games with honest representations of our target market. Labels such as "Perfect for Beginners!" and "Deep, Complex Game Play!" would help us serve both the beginner and the aficionado.



DIVISIONS, CORPS & ARMIES

Realistic RUSSIAN CAMPAIGN

By Antonio J. Munoz

RUSSIAN CAMPAIGN is, by far, my favorite wargame of all time. I feel it is a well-balanced and fast-playing, relatively realistic *game*. Having played it at least once a week for almost 13 years, I have become intimately familiar with not only the game mechanics, but the tactics as well. But a while back I caught myself moving the pieces to pre-determined locations without really thinking about my moves. I couldn't believe it; boredom had set in! At first I was disappointed that such a classic had finally failed to stimulate the competitive senses. But the game was just too good for me to "retire" from the game shelf, so I resolved to make some changes to add spice again to its play.

This was no small feat, to say the least. The game mechanics work so well that it would have been very easy to wreck the balanced design if I made wholesale changes. Determined as I was, I proceeded with the hope that my attempt would not create some sort of mutant monster. After many trials and tribulations (including very helpful comments from Richard Hamblen, who labored on the original version), I arrived at a game variant I think the readers will enjoy. Once you play this variant two or three times, I am sure that you will agree it is a refreshing change—one that you can quickly become addicted to.

The single most significant change is how the orders of battle have been restructured. In addition, the replacement system has been scrapped for a less-abstract method which conforms to this approach. In effect, while the starting on-board forces remain the same, from that point on, both reinforcements and replacements are combined and brought into play in a unique method, giving both players more flexibility in their planning and play, as well as forcing them into facing many more decisions. Do you continue to mass a large off-board pool of divisions to deliver a surprise counterattack, even while your lines are being shattered? Do you feed in reinforcements as fast as they arrive to delay defeat, or hold them for a final stand hoping for a pyrrhic victory? These are the sorts of strategic-level questions you will now face when playing *RUSSIAN CAMPAIGN*.

AXIS FORCES

Let us first discuss the new German order (of battle). The new replacement/reinforcement OB for the Axis is a division-level list beginning in June 1941 and ending in April 1945. Axis (as well as Soviet) players now convert their divisional reinforcements into corps-sized units. These units are represented by the counters upon the mapboard.

For example, in the January 1942 turn the Axis player receives six German infantry and four Finnish infantry divisions (see the "Reinforcement Schedule" listing). In this variant, during his Reinforcement Phase of the Jan 1942 turn, he would convert these into corps before employing them on the mapboard. Since the war produced varying types of divisions with varying strengths, a straightforward conversion table was

demanding which would take this variance into account, turning the units into strength points (SP) for the game system (see Table 1) first. Thus, the Axis player could decide to bring on his six strength points in the form of two 3-4 infantry counters, or one 4-4 infantry corps, or one 5-4 unit. Note that in the latter two cases, he would have extra (two divisions and one division respectively) which he could record for later use.

Before I elaborate further, an explanation of the exchange ratios (divisions to SP) is warranted. Every wargamer knows that because of material deficiencies and low training and/or morale (or all three), the lesser Axis divisions were never on a par with the regular Wehrmacht or Finnish (to say nothing of the SS) formations. This also holds true of the German training divisions, Luftwaffe ground divisions and late-war Naval Infantry divisions. For instance, in the latter's case, although the Naval divisions were well manned by 1945 standards (averaging around 12000 men apiece), these ex-sailors had no experience whatsoever as infantrymen. Therefore, for all these formations, it takes two divisions to equal one TRC SP.

German cavalry and infantry divisions were more (or less) my standard; hence the one-for-one conversion rate. Gebirgsjaeger (Mountain) divisions only contained two infantry regiments compared to the three found in regular Wehrmacht divisions, but they tended to be highly trained and aggressive; for this reason I placed them on a par with the cavalry and infantry divisions.

The German airborne divisions were magnificently armed and trained, with high-quality personnel. On that basis, the German parachute divisions were at least equal to a German panzergrenadier division. Though the PG division had a tank or assault gun battalion in its TO&E, the parachute division usually had an entire motorized Flak regiment, containing a goodly number of the famed '88s which proved to be exceptional AT guns. While on this topic, in the original design for TRC, Mr. Hamblen counted the German "light" divisions as the equivalent of a PG division. In my revised OB, they are listed as infantry divisions for they lacked the armored element of the panzergrenadiers.

German panzer divisions have been placed on an equal footing with the SS PG divisions, for the following reasons. As the war progressed, it became increasingly difficult for the German Army to replenish armor losses. On the other hand, the SS formations were almost always refurbished to full strength. While the SS panzer divisions were exclusively strengthened beyond the level of Wehrmacht formations (with some exceptions such as the "Grossdeutschland"), the SS grenadiers were equipped much the same as similar formations in the regular arm (although Himmler insured they were always up to strength). Further, the SS PG divisions made their appearance on the East Front in 1943, after the Panther tank had made its debut, and their tank

battalions were usually equipped with this superior model. In terms of offensive capacity, I rate the SS panzergrenadier division in 1943 the equivalent of any regular Panzer division. The SS panzer divisions, having many more tanks, of the latest model, are better yet. At full strength, an SS panzer division had approximately 21000 men and 200 tanks. While I originally rated the SS panzer divisions lower, Richard Hamblen thought five SP more realistic. Reviewing the history of their operations, I find that his appreciation is more precise.

SS Cavalry divisions were always better equipped than the German Army counterpart. It was structured in much the same way, but the table of organization was larger. For this reason, each SS cavalry division is worth 1.5 SP.

The Finnish infantry are given equal weight to the German infantry, simply because their wartime performance placed them on at least the level of the German divisions. The other Axis armored and armored infantry divisions are also worth one SP. Though they were mechanized, they tended to be of small size. Their tank complement was usually made up of obsolete models, but this did give them the ability to operate on the same level as a German infantry division. Thus, these are converted on a 1:1 basis as well.

Referring back to our earlier example of the January '42 Axis reinforcements, we speculated that with six German infantry divisions, the German player could form either two 3-4 infantry corps, or a 4-4, or a 5-4 (with one strength point left over). Let's assume that he chooses to keep this extra point (remember that it represents an infantry division) as a sort of reserve. Alone it cannot form a corps-sized unit, and thus could not alone be employed on the map in the January 1942 turn. Since there is no way we can realistically show this lone infantry division given the scale of TRC, let us assume that the Wehrmacht will hold this division "off the map" as a strategic reserve. We can represent this off-map reserve simply by recording it on a piece of paper, where a running total of excess divisions (by type) can be maintained. Later, these may be deducted from the total to create (or help create) new corps-sized units for on-map entry.

Notice that the arrival of reinforcements in a given month no longer forces the player receiving them to commit them on that date. The players may elect to hold back some or all of these reinforcements for later use. The "force pool" (that piece of paper) should be divided by divisional type and nationality. For example, if in January 1945 the German player chooses to place all his reinforcements in the force pool, six German infantry would be added to the total already in the pool for that type (if any); the three Hungarian infantry divisions would be added to that total; and so forth by nationality and type. Thus, each turn each player's reserve will vary, depending on what divisions are placed in the pool and what new corps are raised from the pool (remember that you are not *required* to place divi-

TABLE 1: Axis Division to SP Exchange Ratio

Division Type:	Div = SP
German Reserve/Training	2 = 1
German Luftwaffe	2 = 1
German Naval Infantry	2 = 1
German Mountain	1 = 1
German Cavalry	1 = 1
German Infantry	1 = 1
German Parachute	1 = 2
German Panzergrenadier	1 = 2
German Panzer	1 = 3
German Artillery	1 = *
SS Mountain	1 = 1
SS Infantry	1 = 1
SS Cavalry	1 = 1.5
SS Panzergrenadier	1 = 3
SS Panzer	1 = 5
Finn Infantry	1 = 1
Italian, Rumanian or Hungarian Infantry	2 = 1
Rumanian or Hungarian Mountain	2 = 1
Rumanian or Hungarian Cavalry	2 = 1
Italian, Rumanian or Hungarian Panzergrenadier	1 = 1
Rumanian or Hungarian Panzer	1 = 1

Note: After conversion is complete, round all fractions down to the nearest whole number SP.

TABLE 2: Soviet Tank Armies

Army Type	Corps Required
6-5 Tank Army	three (3) 2-5 corps or two (2) 3-5 corps
8-6 Guards Tank Army	two (2) 3-5 and one 2-5 corps or three (3) 3-5 corps
10-7 Guards Tank Army	three (3) 3-5 corps or five (5) 2-5 corps or two (2) 3-5 and two (2) 2-5 corps

**TABLE 3: Soviet Division to SP Exchange Ratio**

Year	Non-Guards	Guards
1941	2 = 1	1.5 = 1
1942	2 = 1	1 = 1
1943	1 = 1	1 = 1
1944	1 = 1	1 = 1.5
1945	1 = 1	1 = 2

Note: After conversion is complete, round all fractions down to the nearest whole number SP.

sional reinforcements into the pool in order to form corps). It will be easier if you make boxes upon your sheet of paper and label each according to type of division and nationality, but any method that allows you to keep track of the current divisions in the force pool is suitable.

[For a unique method of simulating "fog of war" on the strategic plane, keep this "force pool" secret from the other player. Of course, this demands a certain amount of trust that your opponent (whose own record will be hidden from you) will not violate the spirit or rules of this variant in his recording of divisions and raising of corps. Thus, it is recommended only for friendly games—not tournament or rated play.]

I must mention here that a quick glance at the reinforcement schedules of this variant might leave the reader thinking that the original *RUSSIAN CAMPAIGN* OB was somewhat lacking. This could not be further from the truth. The reinforcements which appear in my list were indeed factored into the original, but were "hidden". For instance, the replacements which the German player receives at the start of the first Clear weather turn were historically refurbished divisions which had been withdrawn earlier from the Eastern front when losses had so depleted them as to make them ineffective. If you think about it, this variant system is more realistic than the original since in the actual campaign the German replacements were never "held back" until clear weather, but were arriving every month.

It is important to understand that the "Reinforcement Schedule" takes into account both reinforcements (20. in the 3rd Edition rules) and replacements (21. and 22.). In the original design, the reinforcements arrive as per the OB cards, while the replacement rules represent returning combat units which had been withdrawn for refit and replenishment. In this variant, these two have been combined and factored together into the "Reinforcement Schedule". That is to say, the divisions which the German player receives each

turn are new units or returning combat formations. In many cases, historically, they were a combination of both. To make this divisional OB less complicated, I opted to exclude the long list of withdrawn divisions. The procedures of withdrawing certain divisions (or even number of divisions) each month cannot be readily shown in a corps-level design.

There are some limitations on how the German player may form specific corps-sized units. It is a historical fact that no matter what "type" of corps (infantry, panzer, mountain, etc.), the divisions assigned to them varied in type as was convenient or practical. For example, a German infantry corps might well have not only infantry divisions assigned, but a mountain division as well. A mountain corps was not composed exclusively of mountain divisions. Panzer divisions and PG divisions were integrated with infantry formations to form new corps, regardless of their designation. The problem which arises in this game would be that following the above free-form practice completely wrecks the game system as it relates to special capabilities of specific counters.

In an attempt to maintain the "integrity" of the playing pieces, while at the same time give the players maximum flexibility (simulating actual practice), I have devised a list of corps which the players may form, and for each listed the types of divisions which must/can be used to form them. Some corps, readers will find, can be formed from just about anything; others will require only one type of division/SP. Note that you are still limited by the original counter mix. For example, the German player may never have more than four 8-7 panzer corps on the map-board; although he may have many more panzer divisions in his force pool in reserve. Please refer to the list below when forming Axis corps each turn:

1. German INFANTRY CORPS—At least one German Infantry division must be used. Other divisions that may then be added include

SS Infantry, Mountain, SS Mountain, Naval Infantry, Luftwaffe and Reserve/Training SP.

2. SS INFANTRY CORPS—At least one SS Infantry division must be used. Other divisions that may then be added include German Infantry, German Mountain, SS Mountain and Naval Infantry SP.

3. German MOUNTAIN CORPS—At least one German Mountain division must be used. Only SS Mountain SP may then be added.

4. SS MOUNTAIN CORPS—At least one SS Mountain division must be used. Only German SS Mountain SP may then be added.

5. German CAVALRY CORPS—At least one German Cavalry division must be used. Only SS Cavalry units may fill out this corps.

6. SS CAVALRY CORPS—At least one SS Cavalry division must be used. Only German Cavalry units may fill out this corps.

7. German PANZER CORPS—At least one German Panzer division must be used. Other SP included may be SS Panzer, German and SS Panzergrenadier.

8. SS PANZER CORPS—At least one SS Panzer division must be used. Other SP included may be German Panzer, German and SS Panzergrenadier.

9. German PANZERGRENADIER CORPS—At least one German Panzergrenadier division must be used. Other SP included may be German Panzer.

10. SS PANZERGRENADIER CORPS—At least one SS Panzergrenadier division must be used. Other SP included may be German or SS Panzer.

11. German LUFTWAFFE CORPS—Only Luftwaffe divisions may comprise this corps.

12. German PARATROOP CORPS—Only German Parachute divisions may comprise this corps.

13. German ARTILLERY CORPS—One German Artillery division and two German Infantry divisions must be used in order to activate this corps.

14. Finnish INFANTRY CORPS—Only Finnish Infantry SP may be used to form these corps.

15. Italian/Rumanian/Hungarian INFANTRY CORPS—Any SP of the proper nationality may be used to form these corps.

16. Rumanian/Hungarian PANZERGRENADIER CORPS—Only Panzer and Panzergrenadier SP of the proper nationality may be used to form these corps.

17. Rumanian CAVALRY CORPS—Only Rumanian and German Cavalry divisions may be used to form.

18. Rumanian MOUNTAIN CORPS—Only Rumanian and German Mountain divisions may be used to form.

19. Rumanian PANZER CORPS—Only Rumanian Panzer divisions may be used to form.

Let us now consider the withdrawal of the Axis allied minor countries, as it would apply in this variant. In standard *RUSSIAN CAMPAIGN*, the Italian contingent is withdrawn in the January 1943 game turn. In our variant, the Italian units (corps) will remain in play through May 1943. At the beginning of the June 1943 game turn, all Italian units on board and Italian divisions still in the force pool are immediately removed.

Hungarian surrender is not possible after January 1943. Should Hungary surrender before that (as per 25.1), handle as with the Italian withdrawal—simply removing all Hungarian corps and divisions. Likewise all Finnish forces should Helsinki be captured.

As for Rumania, it will surrender automatically once six Russian units are in Rumania at the end of any impulse after January 1943. At that instance, the following rules come into effect. All Rumanian units stacked with other Axis nationalities are immediately removed, as are all Rumanian force-pool divisions. All on-board Rumanian units which are *not* stacked with any German/SS unit come under the control of the Russian player, beginning with the Russian impulse following the surrender. At this point, Rumanian units under Russian control can not only trace a valid supply line to Bucharest, but can make use of any Russian supply sources instead (and trace supply through Russian, but not Axis, units). The Russian player receives *no* Rumanian reinforcement divisions and no further Rumanian units enter play on either side—with one exception. If the Rumanian 4-6 PG corps is not in play on the map at the time of the surrender, regardless of the number of Rumanian panzer/panzergrenadier SP stored in the Axis force pool, it will appear under Russian control one turn later. (For example, if in the July 1944 phase the Russians force a Rumanian surrender and the Rumanian 2nd PG is eliminated due to being stacked with a German unit, it would appear as a Russian reinforcement in Bucharest in September 1944—two impulses after it was removed from the map.)

Looking at the original “German OB Chart”, note that there are several special reinforcements

REINFORCEMENT SCHEDULE:

	JUNE 1941	JULY 1941	AUG 1941	SEPT 1941	OCT 1941	NOV 1941
German infantry division:	2	19	2	2	1	2
German panzergrenadier division:		1				
German panzer division:					2	
German mountain division:		1				
German cavalry division:						
German reserve/training division:						
German Luftwaffe division:						
German parachute division:						
German SS infantry division:						
German SS panzer division:						
German SS panzergrenadier division:						
German SS mountain division:						
German SS cavalry division:						
German artillery division:						
Finnish infantry division:						
Rumanian infantry division:		2	8		2	
Rumanian mountain division:						
Rumanian panzer division:						
Rumanian cavalry division:						
Hungarian panzergrenadier division:						
Hungarian panzer division:						
Rumanian panzergrenadier division:						
Hungarian infantry division:		2				
Hungarian mountain division:						
Hungarian cavalry division:						
Italian infantry division:			2			
Italian panzergrenadier division:			1			
German Naval division:						
Russian infantry division:	2	85	40	32	29	24
Russian cavalry division:	3	6	12	5	10	10
Russian tank division:		11	1	1	2	2
Russian tank corps:						
Russian mechanized corps:						
Russian artillery corps:						
Guard infantry division:				3	3	2
Guard cavalry division:						4
Guard tank division:						
Guard mechanized/tank corps:						
Guard parachute corps:					1	2

REINFORCEMENT SCHEDULE:

	DEC 1941	JAN 1942	FEB 1942	MAR 1942	APR 1942	MAY 1942	JUNE 1942
German infantry division:	1	6	7	4	1	3	10
German panzergrenadier division:						1	
German panzer division:				1	1		1
German mountain division:					1		
German cavalry division:							
German reserve/training division:							
German Luftwaffe division:							
German parachute division:							
German SS infantry division:							
German SS panzer division:							
German SS panzergrenadier division:							
German SS mountain division:							
German SS cavalry division:							
German artillery division:							
Finnish infantry division:		4					
Rumanian infantry division:			4			1	4
Rumanian mountain division:						2	
Rumanian panzer division:							
Rumanian cavalry division:						3	
Hungarian panzergrenadier division:	1						
Hungarian panzer division:							
Rumanian panzergrenadier division:							
Hungarian infantry division:					1	1	3
Hungarian mountain division:							
Hungarian cavalry division:							
Italian infantry division:							
Italian panzergrenadier division:							
German Naval division:							
Russian infantry division:	39	42	8	16	12	12	16
Russian cavalry division:	2	3	1		4		1
Russian tank division:							
Russian tank corps:					11	6	8
Russian mechanized corps:							
Russian artillery corps:							
Guard infantry division:		4	2	7	1	7	2
Guard cavalry division:	2	1					
Guard tank division:		2	2	3			
Guard mechanized/tank corps:							
Guard parachute corps:							

possible. The Bulgarian Garrison (20.6) and Northern Finland forces (20.5) still enter play under the same conditions and in the same form and location. These represent corps-sized units withdrawn from other operations not covered by the map, and therefore were not reflected in my "Reinforcement Schedule". On the other hand, the units that comprise the Warsaw Garrison were included, and so players of this variant must ignore Rule 20.7.

To close out this section, I'd like to make note of a couple of historical oddities. In the actual OB, the Slovakian "Fast" Division (panzergrenadiers) was incorporated into the Hungarian PG corps. I have shown this division as a Hungarian reinforcement for December 1941. In addition, there were several weak Solovakian infantry divisions, which were also incorporated into Hungarian formations. These too are shown as Hungarian infantry divisions (July 1941 and October 1943). Given that these divisions never formed a national corps but were instead used to fill out the Hungarian OB, such a recording on the "Reinforcement Schedule" seemed best to avoid confusion.

In some instances on the German schedule, independent brigades or battlegroups have been merged together to be entered as division-sized units. This too was done to avoid complications and confusion. For example, in July 1943, a Panther tank brigade and the 656th Tank Destroyer Regiment arrived on the East Front. Though the Panthers and Ferdinands suffered from some "teething" problems, their effect was immediate. However, rather than discount these completely, or complicate the system to represent them separately, I have chosen to indicate their arrival and impact by giving the Germans a new panzer division in that month (although no "division" arrived). Experts in the Eastern Campaign will no doubt notice other such instances of this merging of lower echelon formations to represent a new division, where in fact none existed.

Additionally, the Germans formed several *Korps Abteilung*, or divisional battlegroups composed of shattered German divisions, of regimental strength. When grouped together, they equaled about a division or more in strength. These too have been counted as "divisions" for convenience.

Historically, the German military was graced with two Cossack cavalry divisions. Though they were later transferred from the ranks of the *Heer* into the SS (December 1944), the change was merely a paper formality. In effect, the divisions were large, well-officered, and blessed with great elan. In order to accurately portray their effect, these two divisions (in October 1943 and August 1944) are entered on the Reinforcement Schedule as SS cavalry divisions (although both entered Army service originally) to benefit from the higher division-to-SP ratio. In December 1944, these were grouped together into the XV SS-Cossack Corps, which also included a Cossack *Plastun* (infantry) brigade as well—in all, about 70000 anti-Stalinist patriots.

FLAK CORPS

To the German countermix, I have added one new type of *optional* unit—the Flak corps. These are special units which, if both players agree, can

be used by the Axis player. There are two types of Flak corps: stationary and mobile. During the war, Germany organized several Flak corps for anti-aircraft defense. These were not only intended for defense against the increasing threat of enemy air operations, but could serve in a ground role—and did.

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The Flak corps used in the home defense AA role were mainly stationary. There was no need to fully motorize them. In the scope of *RUSSIAN CAMPAIGN*, two such units may be added, appearing at the start of the variant game in the following cities: 3rd Flak Corps in Berlin, and 8th Flak Corps in Bucharest. These corps carried on their rolls several regiments, most armed with the dreaded 88mm Flak gun. The more powerful 128mm Flak gun was also abundant. Their employment in the ground role proved highly successful, but they could be easily destroyed if not given adequate infantry or armored support. For this reason, these two units have a strength of "5" and a movement allowance of "0". As with any unit, they may be moved by rail. These stationary Flak corps do not count for stacking.

Given their role, they cannot participate in any attack; the "5" SP may be used only for defense, and then only if the Axis player has at least one non-Flak, non-HQ, non-artillery unit stacked with the Flak corps in question. If any Flak unit is attacked while alone in a hex, it defends with only "2" SP (signified by the parenthesized value on the counter); terrain effects are calculated using this value. Thus, if the 3rd Flak Corps alone was in Berlin under attack by Soviet units, its total defensive value would be "4" (for defending in a major city).

Mobile Flak corps have the added advantage of being fully motorized. These were specially outfitted Flak units assigned to the Eastern Front; and Goering saw to it that these Luftwaffe formations were equipped with the latest in weaponry and transport. The Flak corps included not only the light, medium and heavy AA (20mm, 37mm and 88mm) but some 128mm guns and an infantry contingent as well. As can be imagined, these Flak corps required huge "baggage trains"; and for this reason will count for stacking as does any combat unit.

Though the regiments of these corps were motorized, it was almost a technical impossibility for the corps to be employed in one small sector of the front. Instead, individual battalions and regiments were assigned to support individual divisions and/or corps during offensive operations. Since this sort of usage is beyond the scope of the scale of *TRC*, I will limit their role to a defensive one (similar to the rules for the stationary corps above) for the mobile Flak corps often covered an area represented by one hex. Their use in the defensive role as a whole corps was not only possible, but not unknown historically. The mobile Flak corps was often the last line of defense against a potential Russian breakthrough. All of the rules for stationary Flak corps apply to these mobile Flak corps except 1) they do count for stacking, and 2) they can move in each impulse of a turn (being completely motorized). There were two such mobile Flak corps sent to

REINFORCEMENT SCHEDULE:

	JULY 1942	AUG 1942	SEPT 1942	OCT 1942	NOV 1942	DEC 1942	JAN 1943
German infantry division:	3				1	1	3
German panzergrenadier division:							
German panzer division:			1			1	1
German mountain division:			1				
German cavalry division:							
German reserve/training division:				9			1
German Luftwaffe division:					4	4	5
German parachute division:							
German SS infantry division:							
German SS panzer division:							
German SS panzergrenadier division:					1		
German SS mountain division:							
German SS cavalry division:				1			
German artillery division:							
Finnish infantry division:							4
Rumanian infantry division:				4	4		
Rumanian mountain division:		2					
Rumanian panzer division:				1			
Rumanian cavalry division:			1	1	1		
Hungarian panzergrenadier division:							
Hungarian panzer division:				1			
Rumanian panzergrenadier division:							
Hungarian infantry division:		6					
Hungarian mountain division:							
Hungarian cavalry division:							
Italian infantry division:	2			3			1
Italian panzergrenadier division:	1						
German Naval division:							
Russian infantry division:	22	21	13	7	7	4	4
Russian cavalry division:	6			2	2		
Russian tank division:							
Russian tank corps:	7						
Russian mechanized corps:			3	3			
Russian artillery corps:							1
Guard infantry division:	4	3	1		5	4	10
Guard cavalry division:		4					
Guard tank division:							
Guard mechanized/tank corps:					2	2	1
Guard parachute corps:							

REINFORCEMENT SCHEDULE:

	FEB 1943	MAR 1943	APR 1943	MAY 1943	JUNE 1943	JULY 1943	AUG 1943
German infantry division:	4	9	3	2	3		1
German panzergrenadier division:							
German panzer division:					1	1	
German mountain division:							
German cavalry division:							
German reserve/training division:							
German Luftwaffe division:	1	1					
German parachute division:							
German SS infantry division:							
German SS panzer division:							
German SS panzergrenadier division:	4						
German SS mountain division:							
German SS cavalry division:							
German artillery division:							
Finnish infantry division:							
Rumanian infantry division:				1			
Rumanian mountain division:					1		
Rumanian panzer division:							
Rumanian cavalry division:							
Hungarian panzergrenadier division:							
Hungarian panzer division:							
Rumanian panzergrenadier division:							
Hungarian infantry division:		3					
Hungarian mountain division:							
Hungarian cavalry division:							
Italian infantry division:							
Italian panzergrenadier division:							
German Naval division:							
Russian infantry division:	4	5	10	15	6	5	1
Russian cavalry division:	2						
Russian tank division:							
Russian tank corps:							
Russian mechanized corps:							
Russian artillery corps:							
Guard infantry division:	3	12	14	3		3	
Guard cavalry division:	3	2	1				
Guard tank division:		1					
Guard mechanized/tank corps:	2	1	2			2	1
Guard parachute corps:							

the Russian Front: the 1st in May 1942, and the 2nd in October 1943.

Flak corps can never be replaced. [The counters for these, while shown here, can be found as mounted, die-cut variant counters that will appear with Vol. 27, No. 4 of *The GENERAL*. Non-subscribers may order these variant counters at that time by mail only, specifying "The GENERAL, Vol. 27, No. 4" counter sheet and enclosing \$3.00 (plus usual shipping and handling fee) for each set desired.]

OIL WELLS

In *RUSSIAN CAMPAIGN*, the effects of captured oil wells is an added bonus for the German player in the form of more replacements. Though the effects of lack or addition of replacements is shown well enough by this "oil-well" rule, it does not address or simulate the severe shortage of petroleum products which the German forces suffered in the last stages of the war. Germany had always faced the threat of a shortage of the oil products necessary for her forces, even before 1945. But by a system of strict rationing, and by shorting the redundant German Navy, German planners were always able to provide enough to keep their ground offensives rolling. Only in 1944 did the situation begin to become critical. By 1945, the panzer divisions were lucky if they could have one full tank of fuel available by the time they reached assembly areas for an attack.

Thus, I have devised the following rule to reflect this shortage. The oil-well rules in the original game (see 21.4) relating to replacements are ignored when using this variant. Instead, commencing with the January 1945 turn, all Axis mechanized units have their movement factor reduced by one. For example, if a German panzer corps has a printed movement allowance of "7", this will be reduced to "6" in January 1945. I believe this simple rule to be less confusing and better representative of the predicament facing the German army at the end of the war.

SOVIET FORCES

Having discussed the variant system for reinforcements/replacements as it relates to the Axis player, we must move on to look at how the system affects the Soviet player. As does the German, the Russian follows a reinforcement schedule (found following the Axis listing on the "Reinforcement Schedule"), discarding his original OB card, with all new units entering on the east edge of the map-board. As before, all At-Start forces are placed as shown on that card; and, as with certain German forces, the conditional 14th Army from Northern Finland will still arrive on-board should Helsinki fall. However, due to the Russian organization, there are some differences from the Axis pattern.

The Russian Reinforcement Schedule lists not only divisions, but some corps-sized units as well. These corps reinforcements need not be converted to armies, and indeed in some cases (like the Guards Parachute corps) cannot form armies. Like divisions, however, these corps counters can be placed in the Russian "force pool" in reserve or can be brought onto the map on the turn they are received. The following is the complete list of Russian corps units that appear:

Russian Tank Corps=2-5

Russian Mechanized Corps=3-5

Guards Tank Corps=3-5
 Guards Mechanized Corps=3-5
 Guards Parachute Corps=1-2
 Russian Artillery Corps=(2)-3

These corps-sized units can be converted, in some instances, into "Tank Armies". As usual, the number of tank armies on board is limited only by the counter mix; surplus corps may be recorded on the "force pool" sheet (or enter play as corps if enough counters are available). Table 2 shows the requirements to form the various Russian tank corps; its use should be self-explanatory. As an example, in September 1943 the Russian player receives three Guards Mechanized and Tank corps. These corps could be entered on board as three 3-5s, or placed in the "force pool", or used to form a tank army which would then enter the map. He could, for instance, use two of these corps to form a 6-5 army (and save or put in play the remaining corps); or he could use all three to form a single 8-6 or 10-7 Guards Tank Army.

Readers will note that the type of Tank/Mechanized corps (Russian or Guards) is irrelevant as to the type of army formed. Russian Tank armies may be formed from Guards corps, and Guards armies may include regular Russian corps. During the war it was common to see this practice of mixing non-Guards with Guards units in higher echelon formations. For this reason, complicated rules to limit the composition of the Soviet armies as to type are unnecessary.

So far as the Russian Artillery corps are concerned, they enter play (or may be held in reserve) at the rate of one each year beginning with January 1943. These arrive without any further conversion or calculation by the Russian player (that is, they do not have to be purchased or constructed in any manner), but once lost may not be replaced. During the war, the Soviets fielded dozens of artillery divisions, along with independent rocket brigades and regiments, and were the pioneers in organizing higher-level formations. The arrival of these three corps reflects this.

Russian divisions, like the Axis, are also exchanged for corps and/or armies. Every wargamer is quite aware that the Red Army went through tremendous expansion and improvement during the course of the Russo-German conflict. The quality of the Russian divisions in 1941 were not as good as those raised and trained and equipped later. Unlike the German and Axis units, Russian divisions underwent an "upward" transformation. In some cases, they surpassed their German counterparts. To reflect this, Table 3 offers the Soviet Division to SP Exchange Ratio, determined by year and whether or not the division has Guard status.

As an example, let's look at the Russian reinforcements which arrive in Nov 1941. The player would receive the following, according to the "Reinforcement Schedule": 24 Russian Infantry divisions, ten Russian Cavalry divisions, two Russian tank divisions, two Guards Infantry divisions, four Guards Cavalry divisions, two Guards Parachute corps. By the table, the exchange ratio into SP for the divisions will be 2:1 for the non-Guard and 1.5:1 for the Guard units. Thus, the Russian will now have 13 infantry, seven cavalry, and one tank SP available (the Guards Parachute Corps are not converted). He may now convert these to armies and/or corps, subject only to the restriction that only divisions

REINFORCEMENT SCHEDULE:

	SEPT 1943	OCT 1943	NOV 1943	DEC 1943	JAN 1944	FEB 1944	MAR 1944
German infantry division:		1	3	5	2		1
German panzergrenadier division:					1		
German panzer division:		2	2				
German mountain division:							
German cavalry division:							
German reserve/training division:							
German Luftwaffe division:							
German parachute division:				1			
German SS infantry division:				1			
German SS panzer division:			2				
German SS panzergrenadier division:					1		
German SS mountain division:							
German SS cavalry division:		1					
German artillery division:				1			
Finnish infantry division:					4		
Rumanian infantry division:		1			2		1
Rumanian mountain division:		2					
Rumanian panzer division:							
Rumanian cavalry division:							
Hungarian panzergrenadier division:							
Hungarian panzer division:							
Rumanian panzergrenadier division:							
Hungarian infantry division:		1	2				
Hungarian mountain division:							
Hungarian cavalry division:							
Italian infantry division:							
Italian panzergrenadier division:							
German Naval division:							
Russian infantry division:	4	2					
Russian cavalry division:							
Russian tank division:							
Russian tank corps:							
Russian mechanized corps:							
Russian artillery corps:					1		
Guard infantry division:	1	4					
Guard cavalry division:	1						
Guard tank division:							
Guard mechanized/tank corps:	3	3					
Guard parachute corps:							

REINFORCEMENT SCHEDULE:

	APR 1944	MAY 1944	JUNE 1944	JULY 1944	AUG 1944	SEPT 1944	OCT 1944
German infantry division:	2	2		3	16	6	3
German panzergrenadier division:					1		2
German panzer division:				1	2		1
German mountain division:							
German cavalry division:							
German reserve/training division:	1						1
German Luftwaffe division:	1						
German parachute division:							
German SS infantry division:	1						
German SS panzer division:	2						
German SS panzergrenadier division:						1	
German SS mountain division:							
German SS cavalry division:					1	1	1
German artillery division:							
Finnish infantry division:							
Rumanian infantry division:	14						
Rumanian mountain division:	2						
Rumanian panzer division:		1					
Rumanian cavalry division:	3						
Hungarian panzergrenadier division:							
Hungarian panzer division:	1						1
Rumanian panzergrenadier division:							
Hungarian infantry division:	11	1	1	1	3	7	5
Hungarian mountain division:							
Hungarian cavalry division:			1				1
Italian infantry division:							
Italian panzergrenadier division:							
German Naval division:							
Russian infantry division:							
Russian cavalry division:							
Russian tank division:							
Russian tank corps:							
Russian mechanized corps:	1	3	2	1			
Russian artillery corps:							
Guard infantry division:							
Guard cavalry division:							
Guard tank division:							
Guard mechanized/tank corps:			1	1			
Guard parachute corps:							

of the proper type (infantry, cavalry, armor/mechanized) be used for each higher-level unit. Supposing that he did not have any reserve in his "force pool", and wanted to form as many 6-3 infantry armies as possible, one can readily see he will bring on two of these counters, perhaps saving the Guard divisions for later use. With the cavalry, he could form two 3-7s or three 2-7s, or a 4-7 and 3-7—or even a single 3-7 and 2-7, holding the Guard Cavalry divisions for conversion to SP until the end of the year.

Of course, as usual, the Russian player need not commit all his reinforcement divisions to the mapboard, and may instead retain some or all for possible future emergencies and opportunities. The strategy behind placing Soviet divisions into the force pool should be obvious: to await better exchange ratios to come into effect in order to raise more on-board units. For example, if the Soviet player were to hold over in his force pool 40 Russian Infantry divisions from 1942 until 1943, they would in effect double in the SP they represent. Whereas in 1942, these 40 divisions could only be traded for 20 infantry SP, in January 1943 they could be exchanged for 40 infantry SP! We can rationalize this if we think of these 40 divisions undergoing longer training and equipping. When to convert and when to save reinforcing Russian/Guard divisions is a question of strategic import for the Russian player now.

A disgruntled German player may think these Soviet exchange ratios tend to favor the opposing player. Take my word for it, extensive play-testing of this variant over the past couple of years have shown that the ratios *do not* give the Russian an advantage. Instead, they seem to balance the game to a fine point. Note that the German player receives a steady stream of reinforcements, even towards the end of the game, while the Russian reinforcements dwindle to almost nothing by the end of 1943. Historically, this appears to have been the case. And in this variant, it means that for either player to win he must use the reinforcements to best advantage, and overcome the advantages the schedule offers to his opponent. For the last eight turns of the game, the Russian player must make do with virtually no reinforcements (encouraging him to stockpile reserves in his force pool for this period), while the German continues to receive a substantial amount (albeit, of questionable quality).

Too, the Russian player will sustain losses from his force pool during this endgame due to the accumulating effects of destroyed Worker units. Which brings us to the last important variant system in this design: the effects of Worker units.

RUSSIAN WORKERS

The effects that destroyed Russian "Worker" units have on the Russian force pool is all important. The more Worker units destroyed by the Axis, the greater the number of Russian reinforcement divisions that will be lost to the player. Given the 11 Worker SP already on the gameboard at start (plus their theoretical accumulation from turn to turn) and adding the newly arriving Worker 1-SP units, I calculated a total theoretical number of possible replacement points (Rule 22.4) which the Russian could get throughout the game. I did indeed, to halt any protests, take into account the "doubling" effect in May 1943

(22.7). For the period from June 1941 through May 1945, the total number of possible Soviet replacement points is 1479 SP. There are a total of 769 Soviet SP that arrive during that same period in the game. Thus, this means that, roughly, there is a ratio of two Russian replacement SP for every combat SP that appears on-board during TRC. Although somewhat a simplification, for this variant every two Worker-generated replacement points accounts for one Russian combat SP.

As in *RUSSIAN CAMPAIGN*, destroyed Worker units reduce the number of Russian replacements (which here are part of the "Reinforcement Schedule"). As in the original design, this effect is cumulative from turn to turn. Further, if at any time the Russian player does not receive enough reinforcements to cover demanded deductions, the balance must be made up from either his force pool (divisions planned but unable to be equipped due to shortages) or, as a last resort, from on-board forces (units unable to be refitted). While simple in concept, it is difficult to explain.

So, let's take this one step further, and show how the loss of a single Russian worker unit might affect the Russian replacement rate in the variant. Let us assume that by April 1943, the German player has destroyed or captured five points of Workers. In May 1943, you are due to receive 15 Russian Infantry divisions and three Guards Infantry divisions. Before you can use these incoming reinforcements, you will be forced to deduct some to reflect the lowered capabilities of Soviet industry. Notice that it is May 1943, so the five destroyed Worker points must be doubled and are now worth ten. Given the 2-for-1 ratio determined in the paragraph above, in this variant system you are obliged to "lose" five of your arriving 18 divisions. Before this is done, however, since it is after January 1942 you may elect to roll for the Archangel supplement (replacing the effect of 22.6). Let's assume you roll a "4" on the die; immediately that number is subtracted from the ten missing Worker points. Always round *up* the final value received after all calculations. Last step is to remove enough divisions to equal the remaining (six) destroyed Worker points. Since each combat SP is equal to two destroyed Worker SP, this means that the Russian player—you—would elect to remove a total of three divisions (again, round up if a fractional result applies).

This example explains much clearer than any convoluted rules how we replace Rule 22. The Russian player decides which divisions arriving as reinforcements he will lose. He instead has the option of removing these "lost" divisions from his force pool. But only if the Russian player does not have enough arriving divisions *or* divisions in his force pool can these losses be deducted right off the mapboard from Russian counters already in place. In this case only, Russian losses are taken in terms of straight strength points.

For example, if he had to incur the three-point loss described above from his units on the game board, he would first look to Table 3 to determine the exchange rate at the time of this action. For our example, it is May 1943, and the exchange is 1:1 for both Guard and non-Guard units. This being the case, the Russian player could simply remove three SP from the map-

REINFORCEMENT SCHEDULE:

	NOV 1944	DEC 1944	JAN 1945	FEB 1945	MAR 1945	APR 1945
German infantry division:	2	2	6	7	3	3
German panzergrenadier division:		2	1	4	2	
German panzer division:	1			6	1	
German mountain division:			1			
German cavalry division:					2	
German reserve/training division:						5
German Luftwaffe division:						
German parachute division:					1	1
German SS infantry division:				2	3	2
German SS panzer division:				5		
German SS panzergrenadier division:	1					
German SS mountain division:			1			
German SS cavalry division:					1	
German artillery division:						
Finnish infantry division:						
Rumanian infantry division:						
Rumanian mountain division:						
Rumanian panzer division:						
Rumanian cavalry division:						
Hungarian panzergrenadier division:						
Hungarian panzer division:			1			
Rumanian panzergrenadier division:						
Hungarian infantry division:	2	1	3	1		
Hungarian mountain division:						
Hungarian cavalry division:						
Italian infantry division:						
Italian panzergrenadier division:						
German Naval division:				2	1	1
Russian infantry division:						
Russian cavalry division:						
Russian tank division:						
Russian tank corps:						
Russian mechanized corps:						
Russian artillery corps:			1			
Guard infantry division:						
Guard cavalry division:						
Guard tank division:						
Guard mechanized/tank corps:				1		
Guard parachute corps:						

board. A Russian 3-7 Cavalry corps is one example of an efficient removal. Units to be removed under this condition must be currently in supply, but need not be out of enemy ZOC. If he has no way in which to remove exactly three SP, the Russian player may satisfy the loss by removing more—a unit with a higher strength value (say, a 4-3 Infantry army). In effect, he must remove at least the number of SP demanded, but may be forced to remove more. Type of unit is not a factor in this removal.

I must emphasize that only if the Russian player is unable to meet his obligation from arriving reinforcements or the accumulated force pool, must he take these Worker “losses” from on-board units. Besides, it is usually to his advantage to sacrifice arriving reinforcements or stored reserves that disrupt your on-board position. A wise strategy for the Russian player is to try to maintain 15-20 infantry divisions in the force pool to deal with such losses as a result of destroyed Worker units. (And, of course, try to protect your valuable Worker counters onboard).

A few final points about the Worker units. The new 1-SP and 2-SP Worker units enter play on the same schedule and in the same manner as in the original design. Simply take these along with normal Soviet reinforcement divisions/corps each month. They may not be held in reserve and must arrive on the map (exception, see “Siberia” reference below).

During the war, Russia undertook supreme efforts to relocate factories which were threatened by advancing Axis forces. These efforts included not only the transfer of skilled workers, but the transport of all the heavy machinery and stocks, bolt-for-bolt and nail-for-nail in some instances. This effort was limited only by the rail capacity available, and at times took priority over even troop movements. As a result, I decided to allow the Russian player to move as many Worker points by rail as he desires, up to the maximum of five (9.1). These may be shifted, as per the rail movement rules, anywhere; but all rules for Worker units still apply. The Russian player may move a total of three Worker points off-board in Siberia (or keep newly-arriving ones there, but no more than a total of three may ever be off-board); these may be moved back onboard by rail at any later time.

Worker units whose points equal two or three can be split up into smaller 1-SP Worker units (an extra set of counters may be necessary if you plan to exercise this option). The benefit of dividing up large Worker units into small ones should be obvious; the Russian player will be able to spread them out, reducing the chances of suffering a crippling blow to his reinforcement schedule all at once. Such splitting takes place at the start of any Russian movement phase(s) desired; however, the restriction upon Worker units in all cities remains in effect (22.3), and the Russian player may be forced to rail move some of these new 1-SP units to other locations. Every nation in the war attempted to disperse its armament industry over as wide an area as possible; allowing the Russian to “breakdown” and “spread” his Worker units realistically portrays this strategy.

STRATEGY IN THE VARIANT

Finally, I would like to spend a little time

speaking of Axis and Soviet strategy in light of this variant approach to the TRC system of reinforcements/replacements.

As in the original, the Axis player must endeavor to destroy the Worker counters. Since the victory conditions remain the same, this is but a means to an end—but it is a very important “means”. And forget about the oil fields in Russia; this may have had an important niche in Hitler’s mind, but its effect on the game is limited. You’ll have ample reason to go sweeping through the Caucasuses when the Russian player moves his Worker units down south.

As in the original version, the capture of Moscow is of paramount importance. Its fall will cut the rail net for the enemy, effectively forming two Russian fronts, disconnected from one another. You can then follow Napoleon’s maxim of destroying one while holding the other at bay with “minor” forces.

In general, the German player wants to attack Russia with everything he’s got in 1941 and 1942. With the steady stream of reinforcements, you can even risk your Panzer and Panzergrenadier corps in the initial assaults in low-odds attacks. And, the German player receives so many infantry reinforcements that he should attempt to garner as many “Exchange” results as possible in order to thin out the on-board enemy forces in 1941 and 1942. Due to the poor division-to-SP exchange ratio during these years, the Russian player will be facing several tough decisions. He can indeed replace many of his losses, but at the cost of trying to save for the better exchange rate in 1943 and at the risk of losses among his Worker units crippling later reinforcements. He may well “thin” his frontlines to the point where a few crucial “EX” results could tear a hole in his lines that he will not be able to stabilize for a couple of turns.

If by 1943 you have destroyed a goodly number of Worker units, yet have not won the game outright (and likely this will be the case against an accomplished TRC opponent), don’t be discouraged. The great mass enlistments in the Red Army are past, and if you have done your job, the Russian player should not have ample reinforcements or reserves to sustain any large scale offensive to reach Berlin by game’s end. A draw is better than a loss in my book (and I’m sure the OKW would have agreed).

Russian strategy when using this variant is slightly different than in the usual game. First of all, he should try to keep a sizeable portion of his 1942 reinforcements in his force pool until 1943 (he will likely need every one, and then some, in 1941 to slow the German advance) in order to take advantage of the better exchange ratio. This means that he will be looking to slow and hold the German advance with the minimum of troops. This is a tough balancing act, and will demand some experience in play of the variant before sound strategies are discovered (I too hold that the Soviet is the harder side to play in TRC). He should forget about any wholesale counterattacks during those two years, unless absolutely necessary, even during the first winter. On the other hand, a massive buildup of reserves in the force pool during 1942 can threaten the German with a sudden influx of a large number of high-quality Russian units, ready to launch an awesome counterattack at any point. But the neces-

sity of railing these to the front will usually give the enemy some warning—however slight.

The Russian player should look to transfer his Worker units that start at Kiev, Kharkov, Stalino and Moscow as soon as possible, even if this means that Russian reinforcements and units must “hoof” it to the front lines. If he allows the German player to destroy them, the effects will be permanent and those divisional losses will be incurred for the rest of the game every turn. This is another one of those agonizing decisions the Russian player faces, and gives an appreciation for what Soviet Russia managed to accomplish during the war.

If the Russian player has survived the game through 1943 with a minimum of Worker losses and a fair-sized reserve in the force pool, he must immediately go over to the offensive (I feel), regardless of the odds. Forget about trying to get sure-fire results in a few places with high odds. Instead, concentrate on attacking everywhere that is vulnerable, even if this means accepting low odds. The German player receives too many reinforcements for a one- or two-hex hole in his lines to trouble him. But rupture his front in several spots at once—even with “EX” results—with armor waiting to exploit in the second impulse, and you will be rewarded by watching the entire front roll west (as it did historically at irregular intervals). Cause as many casualties as possible to overload the German reinforcement schedule, his sole advantage in the latter stages of the game.

The Russian player, in this war of attrition, should concentrate his efforts against the German units; the lesser Axis units should be of secondary importance unless in a vital objective. Forget about attacking Italian units, unless they happen to be in your way; they will be gone soon enough. Don’t bother with the Finns, that’s a secondary theater and brings you no closer to the victory conditions. Avoid attacking the Rumanians after 1943; you may well have control of them soon, and might as well have as many as possible. But, do concentrate on destroying the Hungarian Army; since it will never surrender, you should try to overload its reinforcement schedule.

For the Russian player, three precepts govern my strategy: attack everywhere possible, beginning in 1943; concentrate on destroying German units first, Hungarian second; don’t waste your time and units on attacks against the Finns, Italians and Rumanians.

CONCLUSION

Where not changed in the above, the original *RUSSIAN CAMPAIGN* rules apply. In effect, most readers will note that the changes in this variant concentrate upon revising the method that reinforcements/replacements are handled. No more rigid (and anticipated) arrivals and departures (ignore all unit withdrawals that are called for in these, for this has already been factored into the Reinforcement Schedule). Now both players face some unexpected surprises, as his wily opponent suddenly deposits many new corps/armies on his mapboard edge and rails them to the front—units for which the enemy has been stockpiling reinforcing divisions for some turns. The strategic concerns of receiving and organizing, holding and dispatching, reinforcements become a “game within a game.”



AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	74	2577YOW	1
2.	D. Burdick	73	2315HHQ	2
3.	J. Kreuz	1	2197IGR	—
4.	B. Sinigaglio	59	2179GIJ	3
5.	P. Flory	50	2109EHL	6
6.	D. Barker	1	2084GHN	—
7.	P. Siragusa	68	2079FIL	7
8.	J. Noel	27	2078EEK	5
9.	P. Landry	48	2054IJO	8
10.	D. Mattson	16	2050MKY	9
11.	L. Barlow	21	2037DLW	11
12.	E. O'Connor	33	2033GIO	17
13.	T. Deane	26	2029GCC	10
14.	C. Corn	23	2017FEA	12
15.	S. Sutton	40	2016GHO	13
16.	R. Beyma	49	2014DDG	14
17.	J. Bjorum	8	2010DGK	25
18.	D. Garbutt	72	2006HJQ	15
19.	B. Remsburg	57	2005HIR	16
20.	M. Sincavage	1	1984FFJ	—
21.	D. Greenwood	9	1983IFL	22
22.	R. Berger	14	1964DEF	18
23.	J. Spontak	18	1963DCE	19
24.	J. Eliason	22	1960GIO	20
25.	R. Shurdut	19	1951GHH	21
26.	D. Kopp	19	1932GIP	23
27.	H. Newby	39	1923VKQ	24
28.	F. Reese	54	1917JDJ	26
29.	M. Frisk	28	1914DFJ	27
30.	P. DeVolpe	11	1892DFD	29
31.	B. Schoose	13	1891GIM	30
32.	M. Crowe	2	1890CCH	31
33.	K. McCarthy	28	1882DFZ	32
34.	M. Mitchell	11	1880GHN	33
35.	J. Ingersoll	1	1880CFH	—
36.	T. Oleson	83	1878ZZZ	28
37.	J. Campbell	11	1875FED	34
38.	F. Preissle	71	1850MOZ	35
39.	E. Alexis	5	1850ILT	40
40.	E. Miller	21	1812HKR	38
41.	K. Kinsel	7	1806HHL	42
42.	W. Scott	71	1790MKW	41
43.	M. Cox	9	1790GEB	37
44.	J. Lutz	19	1788HGQ	36
45.	P. McNevin	3	1783GIP	44
46.	M. Gutfreund	5	1781EFK	39
47.	C. Clemens	1	1774GIO	—
48.	R. Costello	14	1774CEH	43
49.	R. Cox	1	1769YLN	—
50.	A. Lipka	6	1754GGN	45

TRC RANKINGS

Replacing the "Meet the Fifty" section of our AREA report will be the AREA Specific listings for a select game each issue (in this instance, *THE RUSSIAN CAMPAIGN*). Shown is the member's name, his hometown, and his Specific rating (V=verified; P=provisional). Note that this does not match the general AREA rating, for the Specific AREA reflects only the results of rated play of the title indicated.

Rank	Name	Hometown	Rating
1.	J. Bjorum	Corpus Christi, TX	V2030
2.	T. Greene	Morristown, TN	P1900
3.	C. Clemens	Panorama City, CA	P1845
4.	C. Sorbello	Denton, TX	P1800
5.	J. Eliason	Metuchen, NJ	P1590
6.	L. Earhart	Conroe, TX	P1585
7.	J. Jenkins	Riverside, RI	P1585
8.	H. Lowood	San Bruno, CA	P1575
9.	E. O'Connor	New Milford, NJ	P1570
10.	G. Dayton	Champaign, IL	P1540
11.	J. Allen	Capistrano, CA	P1500
12.	T. Oleson	Bromma, Sweden	P1500
13.	R. Buchanan	Charlotte, NC	P1500
14.	R. Cole	Pearl Harbor, HI	P1500
15.	R. Beyma	Pocomoke City, MD	P1500
16.	S. Surland	Drammen, Norway	P1310

Coming Attractions

VARIATIONS TO OLD FAVORITES

Over the years it has been proven to me time and again that the old adage stating you can never go back is particularly applicable to wargames. Second editions inevitably draw criticism from those who hate to see anyone tampering with their favorites, thereby relegating the original to a lesser stature in the ever-changing hierarchy of what is currently popular. Whether this resentment stems from pique at their loss of effort in gaining expertise in a system whose popularity is fading beneath the press of newer games, or a genuine belief that it's all part of a plot to sell them the same game again, I cannot say. However, I do know that such reluctance to adopt follow-up editions is commonplace. It is the rare gaming convention that I attend that someone doesn't make a point of seeking me out and stating his preference for the original *SQUAD LEADER* over *ASL*. I never argue with them. To each his own. As for me, I'll take the new improved version any day.

This long-winded introduction is my way of pointing out that I don't particularly care for doing revisions of published games. Not only are the sales limited to those who bought the original game, but you also have to overcome the resentment of those who liked the first version as it was. And then there is always that attitude, "Well, if you didn't do it right in the first place, you had no business publishing it. I'll expect a free copy of the update as errata for my prior purchase." Such sentiments have always led me to look on game revisions as losing propositions. And that, plus the recurring nightmares of my first and worst rulebook struggle, has caused me to constantly reject any notion of doing yet another edition of *THIRD REICH*.

Until Bruce Harper came along. Bruce, for those of you who don't know, is the designer of our *WRASSLIN'* game. Linking the designer of that simple, elegant, delightful little gem to a redo of something as complicated as *THIRD REICH* is almost inconceivable to me. Yet, Bruce's true gaming love has always been *THIRD REICH* and he has been fashioning his own deluxe version of the game in organized correspondence with other enthusiasts as an incredible labor of love for the past six years. The result is *Advanced THIRD REICH*, and this is what you can expect if you brave the most detailed rulebook yet:

Diplomacy is fully integrated into play of the game, thereby increasing the strategic flexibility of the design. Russian and U.S. entry is contingent upon diplomatic developments. Minor countries activate as minor allies and surrender, depending upon military and diplomatic events, as well as diplomatic pressure from major powers.

The combat rules have been expanded to include limited offensive operations during Attractions

tion options, more realistic air/naval combat, and the capability to intercept all naval activity, including supply and strategic redeployment. Strategic Warfare has been expanded to incorporate the Battle of Britain and the effects of German raiders.

Economic rules permit greater Russian growth through the expansion of Industrial Centers, which appear on the board and are vulnerable to Axis attack. The U.S. economy grows steadily throughout the game, reducing the impact of American entry in 1942, but realistically portraying the dominant impact of U.S. participation in the end game. The list of variant events have been expanded to 25 for each side and now include such esoteric items as German air supply, V-weapons, British commandos, and the atomic bomb.

At 64 pages (plus appendices), *Advanced THIRD REICH* is not for the rules weary. If you were one of those who appreciated basic *SQUAD LEADER* more than *ASL*, you'll probably want to pass on *A3R*. On the other hand, if you thrive on detail, you may join the enraptured ranks of Bruce's playtesters who proclaim it the greatest game ever. The current edition of *THIRD REICH* will continue as the main game. *Advanced THIRD REICH*, due to its greater complexity, will be offered only as a separate item requiring the original map and counters of the original game on which it is based.

The variations don't stop there. Bruce has also improved on another old favorite and his *Advanced CIVILIZATION* is an offering I personally find more appealing. To me, *CIVILIZATION* always had two major flaws. The first was its immense length, and the second was the amount of foreknowledge you needed to make intelligent purchases of Civilization card combinations without fear of painting yourself into a corner when the necessary cards to advance further were purchased by other players. *Advanced CIVILIZATION* solves both problems neatly, by making all Civilization cards obtainable to every player by providing a set of eight of each type. You can no longer be shut out of a particular attribute because someone else beat you to it. Doubtless, there will be purists who consider this outright sacrilege, but to me it is a great improvement.

This item also comes in a 64-page magazine, but only eight pages are rules (and most of those are repeated from the first edition). The remainder is devoted to a wealth of easy-reading, informative articles with extensive discussion and analysis of the new game—including an "Empire" variant wherein one player can overcome the checks and balances of the basic game and dupli-



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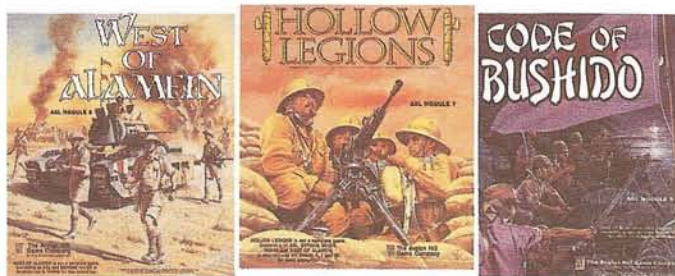
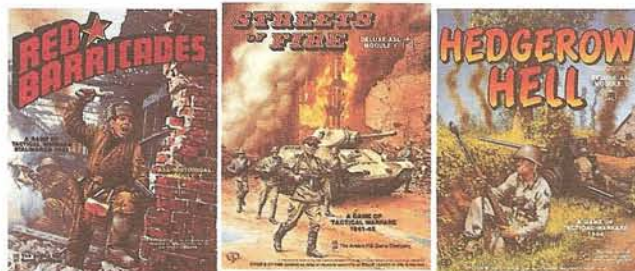
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[Note: Ownership of the ASL Rulebook is required for all.]



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CODE OF BUSHIDO—Presenting the entire Japanese order of battle from the 1930s to 1945. You get 4 new mapboards, new terrain overlays, and the first installment of Chapter G. Required: *Beyond Valor*, *Yanks* and *West of Alamein*. \$40.00

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ALPINE HUNTERS

Reference Notes for ASL

By Steven C. Swann

Wars prior to the 20th Century were primarily decided by actions during the “civilized” weather seasons of spring, summer and early autumn. Until the late 1800s, most countries with mountainous borders could depend on small militia units armed with rifles and an intimate knowledge of the local mountains to defend the passes that would lead any invader into their homeland. These small units may not have been able to halt an enemy, but they could delay him to give regular forces time to prepare to meet that enemy. As the world approached our “modern age”, the development of railroads and highways began the erosion of this military concept. With these means of transportation, the mountain militia formations no longer had the muscle to prevent—or slow—an invasion through the passes they were charged with defending. But this imbalance was tilted again with the advent of the machinegun and light-weight automatic weapons and explosives.

With the weaponry available in the early decades of the 1900s, most of the nations that bordered the Alps again faced the need for military units specially trained for combat in the high regions. France formed their *Chasseurs Alpins*, Italy their *Alpini*, and Germany and Austria their *Gebirgsjaegers* (“Alpine Hunter”) battalions. At first, these were company- or battalion-sized formations that could operate independent of higher echelon organizations. They tended to be equipped with the latest of light weaponry and gear suited (occasionally specially designed, or adapted from existing civilian examples) to the terrain and climate.

In August 1914, war came again, but initially there was little call for any of the mountain troops by the major combatants, who were more concerned with the movement of massive armies in the flat areas of Flanders and rolling hills of Poland. In 1915, Italy declared war on the Central Powers, which brought the unexpected need for the defense of the southern borders of Austria-Hungary. But the small Austrian jager units were no match for the larger Italian *Alpini* ones leading the invasion. Austria was forced to commit more of her troops to the southern alps, and soon much of the Austrian reserve was tied up in the defense of the mountainous frontier.

This attack led to the dismissal of most military theories that had governed the movement and actions of large bodies of troops through the mountains. It was found that, contrary to expectations, not all military units involved had to be mountain-trained in order to fight effectively in

the high regions. What was required were enough trained units to act as guides and assault troops. Many served as teachers, for simply making most any experienced soldier aware of the dangers and difficulties of alpine combat allowed any small military unit to operate in the mountains, if it had a detachment of alpine troops to help.

At the start of World War I, Germany had only a few battalions of jaegers trained and equipped for mountain operations. During the battles in the Vosges, the Imperial German Army found its men outclassed and outfought by the French *Chasseurs Alpins*. With Italy’s subsequent entry, the high command was forced to re-evaluate its methods, and so began the raising of its first *Gebirgsjaeger* battalions to replace the mountain militia. The bulk of the men for these new units came from the German kingdoms of Bavaria and Wurttemberg, both of which already had alpine units in their state armies composed of those born and raised in the Alps. They were skilled in survival, climbing, skiing and hunting in the thin air and high reaches.

By March 1915, these alpine units had been removed from state control and incorporated into the Imperial German Army. The first German alpine corps was composed of two brigades: No. 1 with the Bavarian Lieb Regiment and Bavarian Jaeger Battalions; and No. 2 with the Bavarian Ski Battalion, the Hanover Jagers and the Mecklenburg Jager Battalion. Seven artillery batteries, engineers, signals and trench mortar units were added to provide the corps with its own support elements. The personnel of all units were experienced mountaineers, and most had already gained some combat experience in France.

For the duration of the fighting, the “Alpine” Corps would prove itself to be a superb fighting unit. That it was able to achieve much is shown by the fact that the corps was moved to so many theaters of the war—wherever the need for an aggressive, elite unit was noted. The German Alpine Corps fought first in the Tyrol, then the Macedonia area. The fighting abilities of its men were so highly thought of that they were next sent to Verdun (1916) and used as assault troops. Rumania was the next assignment, and then back to the Vosges mountains in France in 1917. Later they would be part of the German offensive at Caporetto (Italy), and then at Mount Kemmel for the 1918 spring offensive. From here the corps was moved to Serbia, and then to the eastern front where it served until mid-1919.

Between the wars, the army of the Weimar Republic retained the tradition of the alpine corps in three small units stationed in Bavaria. In 1935, with Hitler in power, the Wehrmacht entered a stage of great expansion. This was the year that universal conscription was reintroduced in Germany. All inductees were required to serve a period of time in the military unless they were judged disabled or unfit. With this influx of men, the three small *Gebirgsjaeger* battalions were enlarged first to a brigade, then a division. This first division was designated the 1st *Gebirgsjaeger* Division and included the 98th, 99th and 100th *Gebirgsjaeger* Regiments, with support provided by the 79th Mountain Artillery Regiment. Others soon followed.

All the mountain divisions were established using the same TO&E. Each was composed of an HQ, sundry support units, an artillery regiment and two infantry regiments that together totaled 13056 officers and men. The HQ would include the divisional staff officers, HQ company, a motorized map reproduction office, a semi-motorized signals battalion, service formations, and a field replacement battalion. For the sake of our discussion here, all units described are based on the 1943 *soll* establishment. (A “*soll*” was the official establishment that would be used to represent any unit up to strength and fully-equipped with all support weapons.) Of course, due to the massive losses from 1941-43 in the east, very few formations of any kind were at this level.

The support units of a *Gebirgsjaeger* division included a motorized traffic control detachment, a mountain AT battalion, a *Hochgebirgs* (“high alpine”) battalion, and semi-motorized reconnaissance and engineer battalions. The divisional AT company was outfitted with 25 50mm AT guns. Each *Hochgebirgs* battalion was composed of an HQ section, five rifle companies, and a “technical” company with engineer platoon, signals platoon and light howitzer platoon.

The mountain artillery regiment (2330 of all ranks) included the HQ battery of a pack train detachment and a radio platoon, a pack train supply column, and three battalions of artillery. Three batteries made up the firing elements of each artillery battalion. In each regiment, two of the battalions were semi-motorized and one horse-towed or mule-packed. There were to be one battalion each of 12 150mm howitzers, 12 105mm howitzers, and 24 75mm howitzers.

The regular Gebirgsjaeger regiment of 3064 officers and men was made up of an HQ and three battalions. The HQ had the staff, signals platoon and a heavy howitzer (two 105mm pack howitzers) platoon as the artillery complement. A Gebirgsjaeger battalion of 877 each had, besides the HQ staff, five companies, of which three were *jaeger* (rifle) companies. The battalion's technical company encompassed the signals, engineers, light howitzer platoon (two 75mm howitzers) and an AT company (37mm guns and ATRs). Each jaeger company of 147 men was further divided into three rifle platoons and a weapons platoon equipped with two 81mm mortars and an AT rifle squad. Each jaeger platoon was equipped with three LMG and one 50mm mortars for support.

Divisional transport was provided by 477 motorcycles, 858 trucks of various sizes, 714 horse-drawn wagons and carts (with some 3506 horses and mules). Supply columns were organized into supply trains made up of 200 animals. During the winter and muddy months on the Russian front, the normal transport was supplemented by the acquisition of *Panje* carts, Russian sleds and native horses suitable for the terrain and weather. In Lapland the carts and sleds were pulled by reindeer, while in the Caucasus region the 1st and 4th Gebirgsjaeger Divisions used the Bactrian camel for transport at times. In short, while the most favored vehicles were the Volkswagen (in its various forms) and Kettenkrad, the alpine troops were quite able to adapt local transport methods to their style of warfare.

In 1938, Austria was annexed, and with it came two Austrian alpine divisions. The German Army now had three full divisions trained to operate in mountain conditions. The 2nd Gebirgsjaeger Division was formed from the former Austrian 6th Infantry Division, and included the 136th and 137th Gebirgsjaeger Regiments and the 11th Gebirgsjaeger Artillery Regiment. The 3rd Gebirgsjaeger Division had its beginnings with select elements of the Austrian 5th and 7th divisions, which were formed into the 138th and 139th Gebirgsjaeger Regiments and 12th Gebirgsjaeger Artillery Regiment. Both conformed to the TO&E of the original German formation.

Together, these three divisions were formed into the 18th Gebirgsjaeger Corps in 1939 for the invasion of Poland. Posted to the 14th German Army and positioned to cover the southernmost flank, all three were intended to play a role. But due to the heavy congestion caused by the movement of the bulk of the German Army to the eastward in August, only the 3rd Gebirgsjaeger Division was in position on the Polish border on 1 September. Moving up from Austria and Bavaria, the 1st and 2nd divisions arrived at the front two days after the war started. The 18th Corps was assigned the task of breaking through the Carpathian Mountains from lower Silesia and then eastward to Lemberg. Once there, the mountain corps was to wheel north and make contact with the German 3rd Army moving south from Prussia.

Here in the high Tatras, the Gebirgsjaegers received their baptism of fire—from other mountain troops. The Polish High Command had placed their 1st and 2nd Alpine brigades and the Rzezov Motorized Brigade in defensive positions here along the left flank. In the mountains, and

the low country beyond, the jaegers found that their Polish counterparts could fight with the same expertise and elan as any elite unit in the world. Once through the mountains, an advance slowed by the unexpected resistance, the 18th Gebirgsjaeger Corps spread out across the flat lands. But as a form of "light" division, they had very little in the way of motorized transport and soon fell even further behind schedule. In order to speed the advance, the commander of the 1st Division collected all the transport he could locate (including that of the other two divisions). Making up a rag-tag convoy from softskinned vehicles stiffened by the presence of a few armored cars, he began a race across southern Poland. The column refused battle whenever possible, moving swiftly eastward, leaving bypassed pockets of Poles to be swept up by the following divisions.

This advance formation reached the outskirts of Lemberg on 13 September and Maj-General Kubler, its commander, attempted to take the town by a *coup-de-main*. But desperate Polish infantry made an unexpected immediate counter-attack and drove his detachment back. Not having the forces or heavy weaponry necessary for a city battle, Kubler settled for blocking the roads to the town and preventing Polish reinforcements from arriving while awaiting the arrival of the rest of the corps. The Poles at Lemberg were still holding out when the forces of the Soviet Union began crossing into eastern Poland. Lemberg, according to the Nazi-Soviet agreement, was located in the Russian zone. Rather than surrender to the hated Russians, the Polish commander now chose to do so to the German Gebirgsjaegers. After this surrender, the 1st Gebirgsjaeger Division turned Lemberg over to Soviet occupation troops (little realizing that other jaegers would once again have to fight for Lemberg in 1941).

Early in 1940, two more Gebirgsjaeger regiments—the 142nd and 143rd—began mountain training in order to form a fourth mountain division. The 142nd was disbanded after the successful conclusion of operations in the West, but the 143rd Regiment was transferred to Klagenfurt to serve as the core for the formation of the 6th Gebirgsjaeger Division. From late 1940 through early 1941, the 6th would serve occupation duties in Poland, before being transferred south.

Meanwhile, the legend of the Gebirgsjaegers was being forged in Norway. For that invasion, the 139th Regiment of the 3rd Division had been selected to take and hold the Norwegian port of Narvik. Transported by destroyers into the fjord, the jaegers were able to surprise the Norwegian defenders and land without a single casualty. But this easy landing was to bring some hard fighting in its wake. A few days later a British flotilla trapped and sank all the German destroyers in the narrow fjord. Now the 1750 jaegers (along with a few stranded sailors) stood isolated in the snow-covered north. The mountaineers of the 139th were under the command of Maj-General Eduard Dietl, an energetic and innovative Austrian. Using divers, he reclaimed several AA guns from the decks of the sunken destroyers. Equipping the sailors with these and captured small arms, he placed them along the south shore of the fjord. His jaegers were arranged in a string

of outposts north of Narvik to protect the vital railroad that ran from Sweden to the port. He even received one battery of 75mm pack howitzers by parachute to supply his meager force some artillery support.

The morning of 13 April saw the beginning of the "Battle of Narvik". Arrayed against Dietl was the bulk of the 6th Norwegian Brigade, up to strength but missing most of its support weapons (which had been stored in Narvik when the Germans landed). And on this date the British 24th Guards, French *Chasseurs Alpins* and a Free Polish brigade began landings to the north and south of the town. For the next ten weeks, the jaegers defended their positions while under constant pressure. Low on food and munitions, Dietl's command was slowly pushed closer and closer to the Swedish border.

On Friday, 10th of May, even as Dietl seriously discussed with his surviving officers marching the 139th into internment in Sweden, German troops smashed across the borders of Holland, Belgium, Luxembourg and France. Notified of the attack, Dietl put his plans on hold while hoping that the Allies would withdraw their forces for the defense of France. Instead, the enemy increased its operations in an obvious attempt to wind-up this sideshow in the far north. With increasing casualties, the 139th was again forced further back into the mountains until Dietl decided they must make a last stand. Ski patrols on 5 June informed him of an increase in British and allied activity, and he suspected that the final push might be about to begin. But after two days with no contact, German patrols were again dispatched and returned with word that all of the Allied forces except the depleted Norwegians had been evacuated.

With only Norwegians left, Dietl launched his own counteroffensive and forced the surrender of the gallant 6th Norwegian Brigade in only three days. Meanwhile the 138th Regiment had taken Trondheim. Compared to the operation in Norway, the fighting that other Gebirgsjaegers experienced in France was but a training exercise. The epic story of how 2000 German Gebirgsjaegers and sailors had held off 15000 Allied troops in ten weeks of mountain warfare made Dietl a hero. His reward was command of the newly formed "Mountain Corps Norway", of which the 3rd Division was to be the core. In November of 1942, this corps would be renamed the 19th Gebirgsjaeger Corps, and was destined to spend the entire war in Lapland.

After the fall of France, the OKW started making plans for the invasion of England. Leading the way was to be elements of the 1st Gebirgsjaeger Division, and these mountain men spent their summer training for a seaborne operation. When *Sealion* was cancelled, the Gebirgsjaegers of the 1st continued their amphibious training, for they were now slated to serve as assault troops for the capture of Gibraltar. When this plan too was cancelled, they were at last reposted back to the Alps.

On 23 October 1940, after the decision had been made to invade Russia, orders were issued to pull six regular infantry regiments from divisional units slated for conversion to panzer divisions. Mountain training began for these, and its completion saw the number of Gebirgsjaeger divisions increased to six. The 4th Division was

composed of the 13th and 91st Gebirgsjaeger Regiments, along with the 94th Gebirgsjaeger Artillery Regiment. The 5th Gebirgsjaeger Division was formed around the men of the 100th Gebirgsjaeger Regiment (stripped from the 1st Division), and included the 85th Gebirgsjaeger and 95th Gebirgsjaeger Artillery regiment as well as the revamped 100th. To the 6th Division was added the 118th Gebirgsjaeger Artillery Regiment.

Meanwhile, to the south, a new front had opened. Mussolini launched an ill-advised all-Italian invasion of Greece on 28 October 1940. In bitter fighting, the Italians were driven back into the mountains of Albania by the able Greeks. Worse, British troops occupied the Greek islands of Crete and Limnos. This seized Hitler's attention, for the Rumanian oilfields around Ploesti were within bomber range of airfields on Crete. Afraid that the British would use their new-found ally as an entrance into southern Europe, Hitler ordered the invasion of Greece to protect the flank of his envisioned great invasion of Russia. When, as part of the deployment for the attack on Greece, Bulgaria allowed the entry of German troops, the Greek government authorized the landing of military forces from the Common-

wealth on the mainland. By 31 March the 1st Australian Corps (6th Australian and 2nd New Zealand divisions, along with the British 1st Tank Brigade, 2nd Armoured) had disembarked and taken up defensive positions north of Mount Olympus along the River Aliakmon.

By the end of 1940, Hungary, Rumania and Bulgaria had all joined the Axis. Pressure had been put upon Yugoslavia to follow suit and on 25 March 1941, the signing of an agreement between Yugoslavia's Prince Regent Paul and the Axis coalition took place in Vienna. But elements in the Yugoslav military disagreed, and took this as pretext to conduct a successful *coup d'etat*, led by General Simovic. They then installed the 17-year-old Prince Peter on the throne and disavowed the Axis alliance, but tried to maintain a neutral stance. Hitler saw this as the "blackest of treacheries" and ordered Yugoslavia added to the plans that OKW was engaged in laying to deal with Greece.

The 2nd and 12th Armies were assigned the "Balkan question." The 1st Gebirgsjaeger Division formed the main element of the 49th Mountain Corps in the 2nd Army, and would invade Yugoslavia from its positions in southern Austria between Klagenfurt and Bleiburg. (Orig-

nally, it was to have been part of the 12th Army slated for operations in Greece, but was transferred to the 2nd to assist in the rapid conquest of Yugoslavia.) From Austria, the 1st Gebirgsjaeger was to cross the Slovene Alps and make for the city of Celje. In the early hours of 6 April 1941, dive bombers of the Luftwaffe opened the attack with a massive air assault on the capital. After one-and-a-half hours, all communications between the Yugoslav high command and its field armies were severed.

The actions of the 1st Gebirgsjaeger Division was of a secondary nature in that they were mainly to protect the left flank of the Italian 2nd Army. In the Slovene Alps, the jaegers were able to easily shove aside assembling units of the Yugoslav 7th Army as they made their advance; on 11 April the 1st Gebirgsjaegers captured Celje, where they accepted the surrender of the newly formed Slovenian government. The main thrust of the Axis campaign had been the quick capture of Belgrade by the XLI Panzer Corps and XLVI Panzer Corps. Under attack from three sides, the city fell and by 17 April Yugoslavia had gone the way of Poland, Norway, Denmark, France, Belgium and Holland.

Under command of the 12th Army were the

**TABLE 1: Table of Organization—
German Gebirgsjaeger Battalion**

Unit	Manpower	ASL Equivalent
Gebirgsjaeger Battalion	877	
Battalion HQ	27	10-2 SMC 8-1 SMC
Technical Company	171	
Signals Platoon		2×Squads Radio
Engineer Platoon		3×Squads 3×DC FT LMG
Lt. Howitzer Platoon		2×Crews 2×75mm INF Gun 2×Opel/Kfzl/KdKfz2
AT Company	30	
2 Gun Sections (each)		2×Crew 2×37mm AT Gun 2×Opel/Kfzl/KdKfz2
ATR Squad		2×Halfsquads 2×ATR/PSK
MG Company	208	
HMG Platoon		3×Squads 3×HMG
MMG Platoon		3×Squads 3×MMG
Mortar Platoon		4×Crews 4×81mm/120mm MTR
3 Jaeger Cos. (each)	147	
Company HQ		9-1/8-1 SMC 8-1/8-0 SMC 8-0/7-0 SMC Squad
Weapons Platoon		2×Crews 2×81mm MTR Squad ATR/PSK
3 Jaeger Platoons (each)		3×Squads Halfsquad 50mm MTR LMG



TABLE 2: Standard ASL Gebirgsjaeger Company

The following would be the ASL composition of a single Gebirgsjaeger company. Note that three different OBs are possible; type of units, ELR and SAN would vary depending on the type of company (Wehrmacht, 6th and 7th SS Divisions, or other SS). Further, when in combat, elements of the MG Company or Engineer Platoon would usually be attached depending upon mission.

	Wehrmacht	6th & 7th SS	Other SS*
	9-1 SMC	9-1 SMC	8-1 SMC
	8-1 SMC	8-1 SMC	8-0 SMC
	8-0 SMC	8-0 SMC	7-0 SMC
	11×4-6-8 MMC	11×6-5-8 MMC	11×4-4-7 MMC
	3×2-4-8 HS	3×3-4-8 HS	3×2-4-7 HS
	3×LMG	3×LMG	2×LMG
	3×50mm MTR	3×50mm MTR	3×50mm MTR
	ATR/PSK	ATR/PSK	ATR
	2×2-2-8 Crew	2×2-2-8 Crew	2×2-2-7 Crew
	2×81mm MTR	2×81mm MTR	2×81mm MTR
ELR	4/5	4/3	NA/2
SAN	4	2	2
BPV	174	202	109

*—Use Axis Minor MMC

5th and 6th Gebirgsjaeger divisions as part of the 18th Mountain Corps. From positions in southern Bulgaria, the corps was to help break through the Greek Metaxas line of fortifications. After this penetration, the jaegers were to secure the valley of the Struma river, which would give the German motorized formations waiting behind them access to the coastal lowlands of eastern Greece. Where in Yugoslavia, the enemy ill-prepared and facing attack from three directions, here the Gebirgsjaegers were forced to conduct a frontal assault on a fortified line manned by troops at full readiness. But since the Metaxas Line was built along a mountain range, it was decided that the lightly-armed Gebirgsjaegers were the "obvious" choice as assault troops. After three days of near-continuous assaults on pillboxes held by Greeks fighting with fanatical courage, the 1st Division was finally able to breach the line enough to allow exploitation by the waiting panzers and panzergrenadiers.

After the breakthrough, the German motorized forces began a rapid advance down the peninsula towards Athens. Approaching Mount Olympus, they ran into the semi-prepared British defensive positions, and were halted. Here in another mountainous region of Greece, the panzers were again restricted in their maneuver by the narrow passes and steep slopes, so the 5th and 6th Gebirgsjaeger Divisions were trucked south to penetrate the British position (known as the "Thermopylae Line"). Climbing over Mount Olympus in a blizzard, the jaeger regiments of the 5th outflanked the British lines on 19 April and forced their hasty withdrawal. On the 23rd, the 6th Gebirgsjaegers forced the pass at Thermopylae, completing the rout. While British units dashed for the coast and evacuation, the 6th Gebirgsjaeger Division, in coordination with the 2nd Panzer Division, captured Athens. By 30 April hostilities had ceased and the campaign for Greece was over.

After the evacuation of Commonwealth forces from Greece, all save the 2nd New Zealand Division and some garrison forces were returned to Egypt for rest and refit. On Crete, the New Zealanders were deployed to defend the airfields still in use by the RAF. Hitler, still concerned with the safety of the Rumanian oilfields, and prompted by Kurt Student, approved an airborne invasion of the rocky, mountainous island. As originally planned, the operation was to be a showcase for the Luftwaffe, using the 7th Parachute and 22nd Air-Landing divisions—but the 22nd was unavailable. Casting about for another veteran division, General Student selected the 5th Gebirgsjaegers to serve as his air-landing reinforcement. After a very short training, the jaegers arrived in the confusion at Crete by plane and boat.

Once the paratroopers were in possession of the Maleme airfield (22 May), German Ju-52s began their shuttle service from Greece bringing in the men of the 5th Gebirgsjaeger Division. Many flights landed while the airfield was still under fire and went straight into the lines without waiting for their parent commands to arrive. Seeing that none of the other major objectives were secured and out-of-touch with Student, General Ringel, the commander of the 5th, set out to pacify the western end of the island. The 95th Gebirgsjaeger Pioneer Battalion was left to guard

the airfield and to capture the town of Kastelli (where some paratroopers were being held captive). The 1st and 2nd battalions of the 100th Regiment along with the 1st Battalion of the 85th formed a line east of the airfield and prepared to attack.

Using their mountaineering skills to the fullest, the jaegers outflanked the New Zealanders by moving through terrain the enemy thought inaccessible. Time and again the German alpine troops were able to force the Commonwealth units to fall back or be isolated in a slow but steady erosion of their positions. Believing that the British would move most of their forces to Heraklion on the eastern end of the island to make their stand, Ringel did not realize that they would instead escape Crete by moving south over the rugged White Mountains to embark for Egypt. Thus, he assigned only small detachments to pursue the New Zealanders, while the bulk of his division continued the capture of the northern shore.

With the fall of Heraklion and the relief of the paratroopers there, Ringel was finally able to turn his entire force southward in an attempt to catch the remaining British forces at Sphakia. In the blazing heat of the Mediterranean summer sun, the jaegers struggled to move their equipment over and through the mountains while staying in contact with the British. With no vehicles or even animal transport, they were forced to pack everything—supplies, munitions, heavy weapons, water, casualties, everything—themselves. Inevitably, the lack of artillery and ammunition, along with the stubborn resistance of the New Zealand rear guard, prevented Ringel from interrupting the evacuation of the bulk of the British force.

The German Gebirgsjaegers had fought in all of Hitler's campaigns from Poland in 1939 through Crete in 1941. Except for a brief period in France and the Low Countries, their campaigns had been in, near or through mountainous regions. But 22 June 1941 brought mountain operations to an end for the rest of the year when the long advance across the vast Russian steppes began. Grouped in three Army Groups, 136 German divisions forged into Stalinist Russia. In the campaign the 1st and 4th Gebirgsjaeger Divisions were assigned to Army Group South; the 5th to Army Group North; and the 3rd and 6th divisions assigned to Dietl operating along the Murmansk Front from Finland.

The 1st and 4th divisions formed the bulk of the 49th Mountain Corps (17th Army) during the encirclement battle at Uman in July 1941. The 49th Corps had, at various times during *Barbarossa*, attached to it a light division and two regular infantry divisions assigned to its command as well. The reason the regular divisions were assigned to a mountain corps can be traced to the original organization of the Gebirgsjaeger divisions. Each such was defined as a "light" division in that it had only two infantry regiments (as compared to three). In mountainous terrain, a two-regiment division could operate as effectively and coordinate its components better than a three-regiment unit. But out on the open steppes, the lack of manpower and guns was felt immediately. Thus, through the campaign across southern Russia, veteran regular divisions were to be added for specific operations.

On 15 November 1941, the 7th Gebirgsjaeger Division was created when the 99th Light Division was ordered converted. The original regiments of the division, the 206th and 218th Jaegers, were retrained and re-equipped. Artillery support was provided by the newly-formed 82nd Gebirgsjaeger Artillery Regiment. It would be 1942 before this new batch of mountaineers would see combat as "Gebirgsjaegers." Dispositions of the mountain divisions in 1942 included the 2nd, 6th and 7th in Norway or Lapland; the 3rd and 5th were now fighting in the Leningrad sector; and the 1st and 4th were still with Army Group South. The Lapland region was a land of marshes and tundra; the vast expanses of frozen low country, broken by a few low hills, did more to lower the morale of the mountain troops than did the Russians they faced. The Leningrad sector was also devoid of the terrain they were accustomed to, and would leave the jaegers dreaming of high mountains and cool summer breezes. Only in the south, as the German forces pressed into the Caucasus Mountains, would the Gebirgsjaegers be in their element.

Army Group "A" (one of two such in AG South) was to move through that summer of 1942 over the Caucasus range toward Baku on the east side. Here the Germans hoped to capture the vast resources of lead, silver, oil and timber of the region, crippling Russian production while boosting their own. The job of breaking through this easternmost European range was, of course, assigned to the 49th Mountain Corps. On 24 August, a special unit formed from volunteers of both divisions planted the Nazi flag and both divisional flags on the peak of Mount Elbrus, the highest in the Caucasus Mountains and the high water mark of the German military in their eastward drive.

Fighting in the Caucasus region was unlike any to date, and wore many different aspects. On the north side of the range, most of the moisture fell as snow, even in the summer months. The danger of avalanches was always present, and it was found that just one round from a gun into an overhang would cause it to crash down upon any below, a tactic both the Germans and Russians would repeatedly use. On the southern slopes the moisture came as rain, which lessened the danger of avalanche only to replace it with the threat of flash floods. Hence, most of the fighting here occurred over the ridgelines and summits. Here in the mountains the vehicles were given up in favor of pack animal transport. And the native Muslim tribes of the region—the Cherkassians and the Kharachians—loathed the Communist government and so made common, if not always expected, cause with the jaegers.

The Germans faced the Soviet version of mountain troops here in the Caucasus, and were not impressed. STAVKA's conception of mountain troops was that any unit with warmer sleeping bags and ropes were the equivalent of the Gebirgsjaegers. Many bloody losses would be inflicted before the Soviet command began a true mountain training program. But poor as these Russian troops were, their numbers did accomplish the mission of stopping the Germans from breaking through the mountains into Asia. In November, the Russians opened their winter offensive with the object of driving the German

17th Army out of the mountains. From November through the following March, the opposing alpine troops would fight innumerable small, isolated battles in falling snow or raging blizzards. By spring, casualties, combined with partisan activity to the rear, forced the retreat of the 49th Mountain Corps.

Spring 1943 saw the 1st Gebirgsjaeger Division, after refit, posted to the Balkans to undertake anti-partisan operations against their growing activity. Meanwhile, the 3rd was removed from the Leningrad front to join AG Centre and take an active part in the battles along the Don River. The 4th Gebirgsjaeger was sent northward to link with the 5th still near Leningrad. The 2nd, 6th and 7th remained at the stalemated front in the far north. One new regiment, the 756th, was raised in Austria, but shipped out to fight with the Afrika Korps. At "Long Stop Hill" near Medjez el Bab, Tunisia, in a bitter fight with elements of the British 1st Army, its three battalions were virtually wiped out and the remainder taken prisoner.

After a year of dismal successes, the spring of 1944 again saw wholesale transfers of the Gebirgsjaeger divisions. The 8th was formed from cadres drawn from the 139th Gebirgsjaeger Regiment and 157th Reserve Division. (Due to the shortages of men and material, it was not until February 1945 that the 8th Gebirgsjaeger Division went into action in the Italian Alps, surrendering to the Americans in April with the armistice there.) The 5th Division was transferred from Russia and took up positions near Cassino (Italy) where it helped to fight the British and Americans to a standstill. Falling back to the prepared defenses of the Gothic Line in northern Italy, the jaegers fought a delaying action that slowed the Allied pace. The 5th Gebirgsjaeger Division's Maj-General Schrank surrendered to Allied forces near the Po in late April 1945.

The 1st and 4th divisions found themselves together again in the Carpathian Mountains. Despite their successes, as the Red Army moved into Bulgaria and Rumania, both these nations sued for peace with the Soviets. February 1945 found the 1st, 3rd and 4th Gebirgsjaeger Divisions defending Germany, Austria and Czechoslovakia; they were soon joined by the barely trained "9th" division (so designated only 12 days before the end of the war) to hold the Semmering Pass in eastern Austria. In the German province of Styria, the 1st Gebirgsjaegers became a part of the 6th SS Panzer Army defending their homeland. In their native mountains, the jaegers showed a fanaticism unheard of, fighting even past the last day of hostilities to keep the Russians out of the southern Alps of Germany and hold open the routes through which many Germans and Austrians fled westward. Styria was one of the few areas of Germany not overrun by Allied forces before the May armistice.

After the Russo-Finnish armistice on 2 September 1944, Finland was forced to oversee the evacuation of German troops from her soil. As the German army in lapland marched towards Norway, the task of providing a rear guard fell upon the 7th Gebirgsjaeger Division. The 7th had been fighting in Soviet Karelia, just north of Leningrad. Hoping that their Finnish comrades would leave them alone to depart, the jaegers had to first disengage from the Russians, and then

move almost the entire length of Finland on foot to the Norwegian border. But under pressure from the Soviets, who felt the German withdrawal too placid, the Finns were forced to hurry them along. The 7th came under constant attack from Finnish Sissi units as winter came on. After a major but inconclusive clash between the Finns and 7th Gebirgsjaegers at Rovaniemi, the last Germans finally pulled out. Upon reaching Norway, the 6th and 7th were ordered to take up positions to resist an expected Allied invasion, while the 2nd was recalled to Germany. The Allies never did invade Norway and these elite veterans spent the rest of the war in isolation as garrison troops. Only after the war ended did they return home, under British supervision.

In the last confusing, days of the war the OKW accidentally gave the designation "9th" to two separate mountain divisions. The first 9th Gebirgsjaeger, which received its designation after the retreat through Finland, consisted of a battle group commanded by Maj-General Krautler. (The second "9th" is the one referred to above, cobbled together from various small formations just before the end of the war.) Karulter's command surrendered to the British in May 1945 along with all other Wehrmacht forces in Norway.

In late 1944, as mentioned, the 2nd Gebirgsjaeger Division reached Denmark where it underwent reorganization. From here it was shipped south to Wurttemberg (Germany) to aggressively defend the region against the Americans (see ASL Scenario J). Fighting from February through May, General Hans Degan, a native Bavarian and badly wounded in the last weeks of the fighting, finally surrendered his command to American forces. The final chapters of the 3rd Gebirgsjaeger Division are much the same. Withdrawn from AG Centre, it continued operations against the Russians in Hungary and Slovakia until surrendering after the armistice.

Last, but definitely not the least, there is one last Gebirgsjaeger unit worthy of mention. It probably best demonstrates the quality of men and officers that comprised the elite. Battle Group "Ringel" was a small irregular formation composed entirely of convalescent and recruit jaegers, a handful of staff officers, along with a few discharged veterans and civilian volunteers in the Steiermark province of Austria. General Julius "Papa" Ringel, hero of Crete and recently commander of the LXIX Corps, assembled them in January 1945. Their weapons were scrounged from museums and home guard units, and included only three WWI-era field guns for support. This *ad-hoc* formation of proud Gebirgsjaegers was able to drive the Russians back from Fledbach clear to the Riegersburg line, and then held that line against all Russian counterattacks until the final German surrender in May.

SS Gebirgsjaeger Divisions:

The Waffen SS created a total of six Gebirgsjaeger divisions and one mountain brigade during the latter half of the war, but these divisions were largely composed of foreign volunteers and did not perform as well as the regular Gebirgsjaeger divisions. Further, as the war progressed to its end, they were plagued with constantly increasing desertions.

The 6th SS "Nord" Gebirgsjaeger Division

served in Lapland until the German withdrawal from Finland, whereupon it was shipped to Germany to take part in the Ardennes Offensive of December 1944—with no particular distinction. Cut off on the western side of the Rhine in March 1945, the division—now only six thousand strong—put up a spirited resistance, taking several days for overwhelming U.S. forces to run it to ground. The divisional commander was finally captured on 2 April, bringing its organized resistance to an end.

Perhaps the most famous and best of these SS formations was the 7th SS "Prinz Eugen" Gebirgsjaeger Division. In an attempt to control the growing partisan problem in Yugoslavia, the SS raised the 7th to combat them in their own environment. During its tour of duty, the 7th took part in many operations, including the attempt to take Tito and the destruction of the 1st Yugoslav Partisan Division. By the end of 1944, the 7th SS Gebirgsjaegers were fighting a Bulgarian-Russian army invading Yugoslavia. At Cilli, the last remnants of the 7th were overrun and scattered by partisan forces.

The 13th SS "Handschar" and the 23rd SS "Kama" Gebirgsjaeger Divisions were both Croat formations made up of Muslims with a few German officers and NCOs. The 13th was undoubtedly one of the worst combat units in the Waffen-SS. After a mutiny in southern France, where it had been sent for training, in mid-1943, the 13th was sent to the Balkans in early 1944 for anti-partisan duties; however, it largely confined itself to massacring defenseless Christian villages and establishing record desertion rates. During the retreat from the Balkans, the 2nd Panzer Army disarmed the well-equipped troops, giving its supplies and weapons to German formations. It disbanded in early 1945. The 23rd SS Gebirgsjaegers was formed in Bosnia during the late summer of 1944, but its morale was so poor that it never saw action and was disbanded just four months later.

The 21st SS "Skanderberg" Gebirgsjaeger Division was raised in Koddevo (Albania) on Himmler's orders on 17 April 1944. With a complete lack of German officers and equipment combined with the dubious nature of the Albanian rank and file, the division never completed its organization nor its training. Even small units outfitted with captured equipment and sent out on anti-partisan operations deserted. By mid-1944, most of the recruits were unemployed German sailors from ships trapped in the Aegean. When the Germans retreated from Albania, the division was disbanded. The more reliable members of "Skanderberg" were transferred to the 14th SS Gebirgsjaeger Regiment of the 7th SS division.

The 24th SS "Karstjaeger" Division originally began as a single "high alpine" company formed in July 1942 for operations in the Istrian peninsula. Within four months it had grown to battalion size, mostly Italian Fascists, and took part in Axis operations until Italy surrendered. In July 1944, it was ordered that it be expanded to division size, drawing additional manpower from the Tyrolean and Italian Alps, but this proved impossible. It apparently never exceeded regimental strength, and was disbanded in 1945 at the time of the armistice in Italy.

The single Waffen-SS brigade was the SS-

Gebirgs Tartar Brigade, created from the Tartar Regiment in September 1944. Drawn from Mohammedan Tartars of the Crimea, it was a police regiment with German officers. When the German Army evacuated the Crimea, the regiment went with them, fearful of reprisals. The brigade was disbanded in December 1944 and the personnel transferred to other formations of the Waffen-SS.

By the end of World War II, many nations had "mountain" divisions. But none were actually trained to operate in the high reaches of the European mountains, and were instead "winter combat" specialists (like the U.S. 10th Mountain Division). And none—especially those of the SS—approached the record of service and professionalism shown by the Wehrmacht Gebirgsjaeger divisions.

Fitting the Gebirgsjaegers into ASL

Selection of an ASL counter-mix to represent a Gebirgs unit can be affected by several conditions that historically affected their composition during the war. Morale, ELR, squad quality and leadership all varied dramatically depending on the men recruited, the recruiting area and nationality, and the shifting morale of the troops on various fronts as the fortunes of Germany shifted. In some cases, even the nature of the region that the fighting took place in would have an effect on tactical morale.

A generic battalion OB is provided (Table 1) that shows the usual Gebirgsjaeger TO&E in ASL terms. This allows us to examine the battalion structure without concern for squad quality or morale. Using this table, would-be scenario designers and DYO enthusiasts can simply insert the appropriate squad and crew types (from Table 2) to represent a company of any of the three broad levels of Gebirgsjaegers spoken of here.

Looking at the Wehrmacht Gebirgsjaeger battalion as an example, a 10-2 and 8-1 SMC were selected as battalion-level commanders. While the Battalion HQ shows a manpower of 27, most were clerks, runners, medics and such and would not be reflected in any ASL scenario. The Technical Company has four distinct platoons, any of which could support a Gebirgsjaeger company in action. The Signals Platoon has two 4-6-8 MMC with a Radio; the radio still must be manned by a SMC to be effective, which can come from any of the battalion's sub-units. The Engineer Platoon has three squads with three DC, an FT and LMG as armament; the ID letters of these squads should be recorded to identify them as having all engineer and sapper abilities (H1.22-.23). The Light Howitzer Platoon is composed of two crews and their 75mm Infantry Guns, with two vehicles as transport (Opel Blitz, Kubelwagen or Kettenkrad). Each battalion had an AT Company equipped with four 37mm AT Guns in two sections, with appropriate transport. A unique part of the AT Company was an AT "squad", represented here by two 2-4-8 HS each armed with an ATR. After September 1943, the ATRs should be replaced with the Panzerschreck (PSK). Elite units would have received the PSK before other line units (and the Gebirgsjaegers were definitely considered to be an elite formation by OKW); if in doubt as to substituting the PSK, a random die roll can be made.

The Machine Gun Company is composed of three platoons—an HMG, a MMG, and a MTR platoon. Each Gebirgsjaeger MG platoon will have three 4-6-8 squads manning an equal number of HMG or MMG (depending on the platoon in play). The Heavy MTR Platoon has four 81mm MTR manned by crews; this would be re-equipped with 120mm MTR after 1943. Since battalion-level OBA support would be provided by the MTR platoon, the MTR platoon and MTR OBA cannot co-exist in the same scenario.

The three Jaeger ("Rifle") companies have identical organization, with—in this case—the company 9-1 along with a 4-6-8 squad in the HQ section. (SS company-level SMC would be an 8-1 or 8-0 depending on quality of unit.) Each Jaeger company had an inherent Weapons Platoon equipped with 81mm MTR and crews and an ATR squad; as with the Technical Company, the ATR would be superseded by PSK in September 1943. The infantry component of a Jaeger Company has three platoons of three squads and one HS each. Each platoon would have a 50mm MTR manned by the HS, while a LMG would be distributed among the three squads. A variable number of MMG- or HMG-armed squads from the MG Company might be assigned to the Jaeger Company depending upon its mission. Except in the case of special actions, all SW assignments in these TO&Es follow the German SW Allotment Chart (H1.83).

It should be noted that the regular Gebirgsjaeger divisions were recruited among the populace of the mountainous regions of Germany and Austria. As the Russians pushed their way into these regions, the jaegers were now fighting on their home ground to defend their friends and families. In all of Germany, these areas were not overrun by the advancing Soviets, due in the most part to the staunch defense put up by the German Gebirgsjaegers. Since these formations were indeed able to hold off the Soviets until after the war officially ended, allowing so many others (and even, unfortunately, some SS formations) to escape to the west, their ELR should be "5" during scenarios set in March, April or May 1945—and "4" previous to that. The one exception would be any scenarios that represent the jaegers in combat in Lapland or the Kuban area, where morale tended to be lower due to the terrain; I would recommend a "3" ELR in these instances. Finally, if designing an end-war scenario, remember that the Gebirgsjaegers were heavily outnumbered by the Soviet enemy, and found with the fatalism and fanaticism typical of such elite formations; "No Quarter" (A20.3) should be applied.

Without the degree of artillery support an infantry division could expect, the Gebirgsjaegers turned to other methods. Primarily, they had better than average marksmen (many having hunted and camped in the Alps all their lives), equipped with the latest scopes, and came to rely on long-range sniper fire. For this reason, I feel that the SAN in any Gebirg scenario should be based on an initial value of "4", with an adjustment up or down depending on the situation.

Turning to the SS formations, the same general structure is used, but the squad and leadership quality changes. For the 6th and 7th SS Gebirgsjaeger Divisions, being relatively well-trained and prepared, the standard SS 6-5-8 is substituted for

the 4-5-8 MMC. But the major differences between a Wehrmacht and SS division will be found in the ELR and SAN. Like many SS formations, the 6th and 7th maintained excellent morale through 1943; but the defeats of 1944 and 1945 brought too many replacements and an erosion of morale. Unless there is sound historical data, the ELR for elements of these two divisions should be set at "4" from 1939-44, and "3" thereafter. Too, the SAN will be lower, given the lack of many native mountaineers in their ranks.

The other SS formations represent those Gebirgsjaeger divisions composed of other nationalities: the 13th and 23rd of Croats, the 21st of Albanians, Turkomans from the Crimea in the SS Tartar Brigade, and so forth. All of these nationalities would qualify as Axis Minors, even though they were officered by Germans and wore German uniforms (some, not so proudly). Using the Axis Minor elite MMC seems to be the best compromise to reflect their fighting qualities and weaponry. Poor units usually have poor leadership (or vice versa), and this is reflected in the choice of SMCs. Being generous by nature, I left them with an 8-1 SMC for Company CO, but they are restricted by the LG# to only one extra SMC. However, since these were supposedly "German" companies with German leaders, I have left both leaders in place but have reduced the values. Following the same line of logic, Axis Minor crews would be used to fill all crew spots, but will operate the weaponry without restriction. Being low-quality troops, the company-level AT squad was never to receive the PSK, and the ATR is the only weapon allowed to them.

These alien units were not created until late 1943, and hence do not have a 1939-43 ELR. Then, being just as likely to desert as fight, the ELR has been set at "2" for 1944-45. These battalions will be governed by all Axis Minor rules and restrictions shown in the A25 Chart and listed in the rules (A25.8). With this lack of elan and training also comes the lowest SAN possible; unless there is a definite historical reference to such found in your research for scenario-design, the SAN will always be "0". Given that these formations usually saw combat against partisan forces, I think that some interesting scenarios can still be crafted with these SS Gebirgsjaegers as participants.

Some general characteristics apply to all German Gebirgsjaegers. All German mountain troops would be allowed Scaling (B23.424) and use of skis (E4.0) in any appropriate scenario. In as much as these men hailed from the high Alps (at least those in the regular army divisions), Extreme Winter (E3.74) penalties do not apply to non-SS Gebirgsjaegers. Further, given their equipment, all German Gebirgsjaegers—even of the poorest SS units—have Winter Camouflage (E3.712) when appropriate.

Scenarios placed in the Caucasus Mountains could also have Chekassian/Kharachian partisans fighting alongside the Germans against the Soviet forces. Two or three (random dr) 3-3-7 MMC and a single SMC (random dr) can be added to the German OB. These Axis partisans would have five MF while in any hex other than level 0, and all benefits of A25.24 would be applied normally.



BATTLES IN THE KREMLIN

Historical SetUp for the 12th Party Congress

By Wayne Ingalls

KREMLIN has appeared several times in The *GENERAL*'s "So That's What You've Been Playing" listing. It's not hard to figure out why. The game offers fast-paced interaction, ample "strategic" options, and lots of variety. *KREMLIN* is, in a word, fun. So, what more could one ask for? Why, the *KREMLIN Revolution* variant, of course! While "fun" might be hard to quantify, *Revolution* just about tops out on the ol' fun meter. The variant doubles the number of politicians, adds a slew of additional Intrigue cards, and gives a taste of something the original game lacked—history.

Now, the purpose of this article is not to add a new chapter to the "realism" versus "playability" feud; but if you can add more historical flavor to a design without decreasing playability, I'm all for it. I think most gamers are. Fortunately, the *Revolution* variant does just that.

To be completely truthful, the title *Revolution* variant is a bit of a misnomer. The "October Revolution" began at 2:00 AM on November 7th, 1917 (October 25th, old style). The *Revolution* variant begins with the 12th Party Congress of April 1923, more than five years later. And the game is not the "Russian Civil War" variant as advertised either. While the last of the White armies did not evacuate Vladivostok until October 1922, the Bolsheviks were firmly in control of the country by the end of 1920. Perhaps *Revolution* could more aptly have been entitled "The Rise of Stalin". And the 12th party Congress was the major leap in Joseph Stalin's real rise to power.

The primary reason for the 12th Party Congress' significance can be traced to one factor: the absence of Vladimir Lenin. Comrade Lenin was still alive, but this was the first Party Congress without his presence. He had suffered his third and most devastating stroke in March 1923, and was too ill to attend the 12th Congress in April. After this stroke, he was robbed of power of speech and his entire right side was paralyzed. There is a firm reason players of the variant cannot initially allocate Influence Points (IP) on Lenin—he was not even present at the 12th Party Congress!

When Lenin suffered his first stroke, it was generally believed that his illness was only temporary, and in any event not serious. However, when he suffered a second stroke on 16 December 1922, it became clear to the world (as well as to the Party leadership) that the opposite was true. The question of Lenin's successor naturally arose.

At the time of the 12th Party Congress, the Politburo's members were Vladimir Lenin, Leon Trotsky, Joseph Stalin, Grigori Zinoviev, Lev Kamenev, Nikolai Bukharin and Mikhail Tomsky (not included in *Revolution*). Although Trotsky seemed the most likely successor to Lenin (at least to the Soviet public at large), the "political wheel-horses" (as Trotsky later described them) disagreed. They felt that neither Trotsky nor any other single Politburo member was a fitting suc-

cessor. Trotsky described the situation in his book, *Stalin*:

The succession was passed to a triumvirate, of which Zinoviev was the leader, Kamenev his alternate, and Stalin the junior partner. Zinoviev thus became, for better or worse, Lenin's successor by virtue of his plurality inside the Politburo, and he secured that plurality not because his fellow-members deemed him the ablest and most deserving, but on the contrary, because they considered him the least capable of leadership and politically the most vulnerable . . . It was tacitly understood by all but Zinoviev, not only in the Politburo, but on the Central Committee as well, where he likewise enjoyed a plurality, that he was merely a dummy in place of a leader, and that for as long as he behaved himself in accordance with the secret expectation of each of the others, which was to let him enjoy the glory until the real leader felt ready to reach out for it.

Lenin himself apparently did not give serious thought to the matter of his succession until after his second stroke. "Lenin's Testament" (Intrigue Card #66) was written in two installments. The first, on 25 December 1922, declares, "Stalin, having become General Secretary [of the Communist Party], has concentrated enormous power in his hands, and I am not sure that he always knows how to use that power with sufficient caution." On 4 January 1923, Lenin added a postscript: "I propose to the comrades to find a way to remove Stalin from that position and appoint to it another man, more loyal, more courteous and more considerate to comrades, less capricious, etc." On 6 March, Lenin dictated to a trusted stenographer the severance of "all personal and comradely relations with Stalin". Three

days later, Lenin's third stroke incapacitated him.

During the ensuing Central Committee meeting at which Kamenev first made the Testament known, it became quite evident that Joseph Stalin's political fate was at stake. Lenin's return to activity could only mean the General Secretary's political death. Conversely, only Lenin's physical death might clear Stalin's road to power.

The 12th Party Congress

Early in 1923, it became clear that Stalin, as the Party's General Secretary, was literally packing the upcoming Congress with delegates unswervingly loyal to him personally. Zinoviev still held a majority within both the Politburo and the Central Committee. The first battle Stalin planned was for majority control of the Congress. The other battles for control would come later.

There was considerable discussion amongst the Politburo members about the "Political Report". The Political Report, the Party Congress' keynote address, had been Lenin's prerogative since the foundation of the Communist Party. The person delivering this address would no doubt be seen by all as Lenin's heir apparent. Stalin immediately suggested that Trotsky give the Political Report! Trotsky declined, and insisted that Stalin, as the Party's General Secretary, should give the keynote address. Zinoviev insisted that he give the address as the senior member of the triumvirate. The matter was finally settled by Zinoviev's plurality in the Central Committee. Zinoviev would give the Political Report.

He had every reason to expect an ovation the minute he appeared on the rostrum in the role of "Number One Bolshevik". He was, after all,

Stalin with Lenin (right) during the 1919 Party Congress.



the senior member of the triumvirate decreed by the "political wheelhorses". And he surely expected the support of the junior member and his majority of delegates. The General Secretary, however, double-crossed Zinoviev; he delivered his address in nearly oppressive silence. The verdict of the delegates was clear: Zinoviev was out of place as Lenin's successor.

The 12th Party Congress raised Stalin from junior to senior partner in the triumvirate. Zinoviev's control of the Politburo and Central Committee was destroyed. Stalin was in control. The only thing now standing in his way to absolute power in the USSR was the living Lenin.

The Historical SetUp

If one were to try and recreate the historical situation at the beginning of the 12th Party Congress using *KREMLIN's Revolution* variant, how would one approach it? First off, there are a few problems. As in most things worth arguing about, there are two sides to the issue. The historical makeup of the Politburo is no exception. While Trotsky names only seven members and no candidates at the start of the 12th Congress, other sources indicate some candidate members as early as 1921. Politicians' specific ministries, if they actually existed at all, are vague.

A second problem is that one key member of the Politburo in 1923, Mikhail Tomsky, was inexplicably excluded from the variant set. Another problem with recreating the 12th Party Congress is the relative importance of the KGB. Felix Dzerzhinsky, head of the Cheka in 1923 (the early forerunner of the KGB) did not even become a member of the Politburo until 1924, and then only as an "alternate" (or candidate).

With these obstacles in mind, the table below sets the *Revolution* variant at the start of the 12th Party Congress, 17 April 1923. In the *KREMLIN* Politburo, there are a total of 13 slots: Party Chief, three first-level ministers, four second-level ministers, and five candidates.

Position	Politician
Party Chief	Vladimir Lenin
KGB Head	Felix Dzerzhinsky
Foreign Minister	Grigori Zinoviev
Defense Minister	Joseph Stalin
Ideology Chief	Leon Trotsky
Industry Minister	Lev Kamenev
Economy Minister	Nikolai Bukharin
Sport Minister	vacant
Candidates	Aleksey Rykov
	Mikhail Kalinin
	Vyacheslav Molotov
	vacant
	vacant

While perhaps a good argument can be made to place Trotsky as Defense Minister, the above represents the best placement considering Zinoviev's position as senior triumvir and Stalin's packing of the Party Congress with loyal delegates.

Although *Revolution* simulates well the *overall* history of the period from Stalin to Khrushchev, it is not quite as successful at simulating the history at the start of the 12th Party Congress. The following rules changes are designed to rectify this situation:

1. The KGB Head at the start of the game is a non-voting member of the Politburo. At the end

of each Replacement Phase, a vote is taken by the voting members of the Politburo to decide if the KGB Head will be made a voting member. A majority vote is required for passage; tie votes leave the KGB Head as a non-voting member. The Party Chief cannot vote on this matter unless controlled. Once the KGB Head is voted into "voting member" status, no more such votes are taken. The KGB Head's ability to Purge is not affected in any manner by this rule change.

2. The Foreign Minister *can* nominate himself for Party Chief.

3. The historical politicians (yellow side up) are older than all mythical politicians. Hence, historical politicians win all age decisions.

4. When an historical politician dies in office (not purged), the mythical second-generation politician is placed in the People and does *not* "take the place of the historical character when the latter dies" (else Aparatschik becomes Party Chief instead of, say, Stalin).

5. As long as Lenin is Party Chief, purged politicians are placed in Siberia, not shot.

6. For ease of play, players may declare initial IP *after* the politicians are placed in their slots as shown above.

7. All *KREMLIN* Advanced Game rules and *Revolution* variant rules are in effect except as modified above.

Afterward

In case you are wondering whatever happened to these fellows, the following is a brief biography of each of the Politburo members and candidates present during the 12th Party Congress:

Vladimir Lenin: Although Lenin's condition seemed to improve during October 1923, he suffered his fatal stroke on 21 January 1924. His embalmed body was placed in Red Square, where it has remained on public display to this day.

Felix Dzerzhinsky: While not a member of the Politburo (as a candidate) until 1924, he was the head of the Cheka, the first secret police organization in Soviet Russia. A close follower of Lenin, he became head of the Cheka in December 1917. In 1924, Dzerzhinsky became a firm supporter of Stalin and was awarded control of the Supreme Economic Council. Two years later, during a session of the Central Committee at which his economic policies were being heatedly debated, he suddenly collapsed and died. The famous Tractor Works at Stalingrad were named for him.

Grigori Zinoviev: After the 12th Party Congress, he soon sided with Stalin against Trotsky; but in 1925, supported by Lenin's widow, he joined with Trotsky against Stalin. This last ditch attempt to thwart Stalin was unsuccessful, and he was removed from all positions of power. He was expelled from the Party three times: 1927, 1932, 1934. In 1935, he was imprisoned for "complicity" in Sergei Kirov's assassination (in fact, Kirov was probably murdered on Stalin's orders). The following year, in the first of Stalin's big "show trials", Zinoviev was convicted of treason and shot.

Joseph Stalin: Stalin successfully weathered the storm of Lenin's Testament. Securing the support of the Bukharin-Rykov-Tomsky faction in the Politburo, he routed the "Left Opposition"

of Trotsky-Zinoviev-Kamenev. Then, in an about-face, he consolidated his power by adopting most of the "left Opposition" policies and removed the "Right Opposition" faction of Bukharin-Rykov-Tomsky from power in 1929. With his climb to absolute power complete, he purged all his old rivals in the "show trials" of the 1930s. Most were shot after their convictions. Stalin turned the USSR into a true world power during and after The Great Patriotic war. He died of a brain hemorrhage in 1953.

Leon Trotsky: Perhaps the most famous of Stalin's opponents, he was likely favored by Lenin to be the latter's successor. In the struggle for succession after Lenin's death, he consistently advocated a radically leftist course, seeing in the Soviet Union a springboard for world revolution (hence the "Trotskyite Internationalist" faction in *KREMLIN*). He opposed Stalin's idea of "socialism in one country". In 1927 he was finally routed at the 15th Party Congress in December, where he was removed from the Politburo and expelled from the Party. In 1929, after first being exiled to Central Asia, he was even expelled from the Soviet Union. He continued a war of words with Stalin and Stalinism from abroad, writing numerous works, including *The History of the Russian Revolution* and *The Revolution Betrayed*. He was mortally wounded on 20 August 1940 at his residence in Mexico City by a Soviet OGPU agent. He died the following day. His unfinished biography of Joseph Stalin was published after the war.

Lev Kamenev: Kamenev employed opportunistic tactics following Lenin's death. He first joined Trotsky (his brother-in-law) and Zinoviev in opposing Stalin. He shifted to support Stalin, then shifted again to form a triumvirate with Zinoviev and Trotsky to oust Stalin in 1926. The attempt failed, and he was expelled from the Party in 1927. Although readmitted the following year after publically confessing his "errors", he was expelled again from the Party in 1932. Accused of "Trotskyite conspiracy", he was found guilty (of course) and executed on 25 August 1936.

Nikolai Bukharin: He sided with Stalin against the "Left Opposition" and so remained a member of the Politburo until 1928, when he was expelled from the Party for "falsifying Marxism" (after Stalin's about-face). Bukharin had been editor of *Pravda* since 1917; after confessing his "errors", he was readmitted to the Party and all his high offices with the exception of the editorship. In 1932, he became editor of *Izvestia*. Accused of "Trotskyite conspiracy", he was removed and expelled from the Party again in 1937. In the last of the "show trials", he was found guilty of high treason. He was shot on 13 March 1938.

Mikhail Tomsky: Although he is not depicted in *Revolution*, he was an important Politburo member at the 12th Party Congress. He also had considerable influence as chairman of the trade unions. He sided with Stalin against the "Left Opposition" of Trotsky, Zinoviev and Kamenev. After Stalin's switch, Stalin attacked the "Right Opposition" of which Tomsky was a chief member. By 1930, Tomsky had been removed from all posts by Stalin. On 21 August 1936, he learned that as a result of testimony in the Zinoviev trial, he and Bukharin and Rykov were to be the subject of further investigation. That very day, Tomsky committed suicide.

Aleksey Rykov: he suffered a similar fate to his fellow "Right Opposition" member Bukharin. After Stalin's about-face, Rykov was discredited. Although he recanted his views in 1929, he was dismissed from the Politburo in 1930. He served as commissar of Posts and Telegraph from 1931-1936, but was implicated in (fabricated) conspiracies during the first two "show trials" of the Great Purge. In 1937, Rykov was arrested and expelled from the Party. In the third trial (March 1938) he was convicted of treason and executed in Moscow.

Mikhail Kalinin: In 1920, Lenin appointed Kalinin chairman of the All-Russian Central Executive Committee, a post he would hold for 27 years. In 1936, his title was changed to chairman of the Presidium of the Supreme Soviet—essentially head of government. Although he served as such, he actually held little power. Kalinin at first had refused to acknowledge Stalin as a leader of the Party. He would say of Stalin, "That horse will someday drag our wagon into a ditch." Gradually, however, he turned against Stalin's enemies. He backed Stalin's attacks on both the "Left" and "Right" opposition factions. In March 1946, he retired due to poor health. He died in Moscow three months later.

Vyacheslav Molotov: A candidate member of the Politburo since 1921, he staunchly supported Stalin in his power struggle after Lenin's death. In 1925, he was awarded full membership in the Politburo. Five years later he became chairman of the Council of People's Commissars (i.e., de facto Prime Minister), a post he held until 1941. In 1939, he was made Commissar for Foreign Affairs and soon thereafter negotiated the infamous Nazi-Soviet Non-Aggression Pact. During the Great Patriotic war, he arranged alliances with the United States and Great Britain, attended the Allied conferences at Teheran (1943), Yalta (1945) and Potsdam (1945), as well as the 1945 San Francisco conference that established the United Nations. In 1948 he gave up the post of Foreign Minister, but resumed it after Stalin's death. He was dismissed by Khrushchev in 1956 after quarreling over de-Stalinization. He joined in an attempt to depose Khrushchev in 1957, and was subsequently expelled from the Party (though he later served as ambassador to Outer Mongolia). He died in obscurity in 1986.

Thus ends the story of the 12th Party Congress. Joseph Stalin proved to be the winner in the power struggle following Lenin's death. It was truly a battle to the death, as most of his enemies and ex-allies found out. How did he manage it? Why wasn't Lenin's Testament Stalin's political death. Can Trotsky win against Stalin's powerful political machine? You can find out . . . but only if you fight (not merely "play") *Revolution!*



REVOLUTION, which consists of 26 new politicians (those lovable fellows mentioned in Mr. Ingalls' piece above), new *Intrigue* cards (designed to reflect the early days of the Party), and rules for the use of these, is sure to excite those readers who have come to enjoy *KREMLIN*. The *REVOLUTION* Variant Kit is available for \$8.00 (plus the usual postage and handling; Maryland residents please add 5% state sales tax) direct from The Avalon Hill Game Company.



The
Latest News
In
Competitive
Gaming

Area News

For Today ...
and Tomorrow

BY DONALD S. BURDICK

There will be a dose of views mixed with the news this time—this a response to the attack by Paul Worthington on AREA members and this column (See "Letters to the Editor" in Vol. 26, No. 4). But first the news:

Play-by-electronic-mail activity in *ASL* is growing by leaps and bounds. Kevin Sheen (Scottsdale, AZ) has won the GENIE 1990 AREA *ASL* Championship. The 1991 tournament has already begun. A swell of interest has buoyed the participation to 16 players from 15 different states. The tourney will be run as a four-round Swiss system, meaning all the players will participate in each round. GENIE has decided to underwrite part of the tourney, offering \$60 in connect time to the winner. Avalon Hill is chipping in with two signed copies of *CODE OF BUSHIDO* for first and second place. The winner will also pick up a trophy and a bit of cash.

In the FTF arena, the Great Plains *ASL* AREA Championships are being organized for the midwest. Currently there are 14 players in the Sioux City-Sioux Falls section, and a possible 16-person tournament shaping up in the Omaha-Council Bluffs region. Letters have been received from Minneapolis and Kansas City expressing interest. Anyone in the Iowa-Nebraska-South Dakota-Kansas area who would like to participate in an *ASL* FTF tournament should write Russ Gifford (320 East 27th, South Sioux City, NE 68776).

Another newsworthy development is the introduction of an electronic edition of AREA News. The electronic edition is a joint effort by Russ Gifford and myself that appears monthly. It originates on the GENIE system, but may be freely downloaded and transferred to other systems. As regular readers of this column know, there is a lag between the time I write the column and the time it appears in *The GENERAL*. Now, those of you who have a computer and a modem can get your AREA News while it's still fresh. To reach AREA News on GENIE, you can type "M805" and set the category to "21". Then you can access the AREA News as topic "4". You might also find the latest news about *AvalonCon* in topic

"5" and info on the *ASL* competition mentioned above in topic "2".

That brings me to the issues raised by Paul Worthington. For those who may have missed his letter, he asserted that this column was so limited in its coverage that the qualification "For Players of the Classics Only" should be added to the sub-title. He charged that the narrow concentration on the "classics" was typical of AREA's top players and called them stagnant snobs. He further charged that a good portion of the AREA membership has an arrogant attitude that turns competition with them into an unpleasant experience. Finally, he objected to the two-tenths of a column-inch or so devoted to the pet peeves of the AREA members who are written up in the "Meet the 50" personal sketches.

I will respond to each of these issues in turn. First, in his implication that there is an unwritten restriction limiting AREA News coverage to the "classics", he could hardly be more wrong. Not only do I welcome the opportunity to report news of AREA competition in any game whatsoever, I would actively resist any attempt to restrict the coverage to specific games. If the coverage seems to be concentrated in a small number of titles, it's because that's where the action is. I'll gladly pass along information about ladders, tournaments, or any other organized AREA competition in any game that comes to my attention—but I can't report what I don't have.

If anyone reading this is dissatisfied about the lack of activity in his favorite game, I have a challenge for him. Instead of complaining and name-calling, why not take a constructive approach and try to organize something yourself. That's the approach Russ Gifford took with *ASL*, and the results have been dramatically successful. As Russ well knows, anyone who takes this route can count on getting publicity for his efforts in the AREA News (at least as long as I'm writing the column).

As for the charge that AREA members are stagnant snobs because they prefer to play the older games, I assert that it is the height of arrogance for Paul Worthington (or anyone else) to prescribe for others what their taste in games should be. There is plenty of room in our hobby

for a variety of interests. The use of derogatory names for gamers whose tastes are different leads to a divisiveness that is counterproductive and utterly unnecessary. If historical gamers and competitive gamers can maintain an open-minded mutual respect, there is much they could learn from each other that will enhance their enjoyment of the hobby.

To back up his charge that AREA members tend to make unpleasant, arrogant opponents, Mr. Worthington cites an example from his own experience with a member of AREA's top 50. It is usually best to hear from both sides before making a final judgement in cases like this, but suppose for the sake of argument we grant that Mr. Worthington's AREA opponent was a bad apple. Does that justify the castigation of a whole group of wargamers because they do not belong to AREA? From my own experience, I know there are many members who are courteous, pleasant people in addition to being worthy opponents. Mr. Worthington acknowledges that there are exceptions to his characterization, but he leaves them unnamed and therefore every bit as subject to his broad-based denunciation as his intended targets. It is much better to deal with disagreeable opponents on an individual basis. If you have unpleasant experiences with certain opponents, let your wargaming friends know about them. The word will eventually get out.

Finally, Mr. Worthington's objection to the brief "pet peeve" item in the sketches seems rather petty, especially considering the extensive complaining he does in his letter. Everyone who is selected for a sketch is asked to fill out a form on which the "pet peeve" is one of the items. The purpose is obviously to round out the personal description by presenting dislikes as well as likes. If Mr. Worthington finds this annoying, there is a very easy remedy. Just don't read it.

While I'm on the subject, there is one other criticism of AREA that merits some attention. Paul Worthington alludes to it in his letter, but David Mattson expresses it better in his comments in his "Meet the 50" sketch in the same issue. Some members of AREA, after achieving a high ranking, turn conservative and refuse to engage in contests where there is a reasonable chance they could lose rating points. I can understand how someone who has struggled to get the points might take this viewpoint, but it is shortsighted. High ratings that are so jealously protected in this way will eventually become meaningless. I am trying to combat this attitude by promoting the ladders and tournaments, and by giving publicity in this column to those who participate. Readers can then see for themselves who is willing to validate his rating by putting it at risk—and who isn't.



OnLine

By John Huff

In the last installment, I expounded on where I believe the design of computer games to be headed. This issue I shall stick a little closer to home. Specifically, let's look at the role the computer can fill for the "serious" gamer.

I see a number of possible answers. The first would be to assist the board gamer in his play of "paper" games. This role can be filled in a number of ways.

One would be simply the adjudication of rules. A clever person can put the rules, maps and relevant data into a relatively small computer (depending on the game) and use the computer to resolve the legality and success of the players' moves. Our ASL-GAP program, written by Chris Gammon, is a step in that direction.

A second approach would be as a "tutor". Using graphics and text, such a program could walk the player through the first few turns and teach the basics of the game. Advanced programs could do the same thing, but show how to make use of some of the more elaborate rules—and perhaps even offer hints on strategy and tactics. No one has tried this as yet, but it is worthy of consideration for the more complex boardgames.

Yet a third approach would be to have the computer act as a "command staff". The player would keep the computer current on all positions and intelligence, and the computer would appraise the player of all his current options. This would entail a lot of work (at both ends), irritate opponents to no end, and I question the long-term value of such a program. But it has been suggested in the past by others looking to integrate computers with paper gaming.

Another role the computer can fill for gamers lies in the telecommunications field. A number of electronic bulletin boards are currently active, allowing players to exchange both messages and moves in a way that makes most other PBM systems obsolete. Our recent inclusion into the GENie network has provided us with an indication of just how much interest there is in gaming "online", and this could be a major factor in re-energizing traditional boardgaming. On both GENie and CompuServe, you can find live opponents of all stripe from all over the country (or the world for that matter). Even on the inexpensive local BBSs ("Bulletin Board Systems"), you can find similar resources, although of a more limited scope.

"So," I hear you scream, "why not just put

the whole bloody game on the computer and be done with it?" For most people, that's the best course of action—and is in fact why computer companies are in business. But, for the grognard who *likes* to shove little bits of cardboard or lead around, who finds even the best computer opponents a pale shadow of *real* competition, this is no answer at all. In other words, for those who find computer games uninspiring, there is still a role for the computer in their hobby.

Lastly, what may be the ultimate use for the computer at our current level (from the gamers perspective) is multi-player gaming. In conjunction with AUS and GENie, we are involved with the project to bring multi-player DIPLOMACY into the online market. This could be the next major revolution in gaming. An online game program that simply requests the seven players to study the situation, put in their moves at their convenience, allows for anonymous communications between them, and then resolves each move could be the greatest blessing for gaming in the past 30 years.

The fact that many computer game companies are looking into "networked" games is an indication of where things may be heading. For us (Avalon Hill), online DIPLOMACY is just the first step. If it is successful, a host of other popular multi-player games will begin appearing. For those who are willing to get their feet wet by dipping into the online pool, the future of gaming looks very bright.

For those readers who may have become interested in what GENie has to offer, but didn't know how to find out more, I can offer the following information. The *Voice* customer service can be reached by phone at 1-800-638-9636. The *Modem* signup can be reached at 1-800-638-8369. To connect to the latter, follow this procedure:

1. Set your modem software for half duplex (local echo) at 300, 1200 or 2400 Baud.
2. Dial toll-free 1-800-638-8369. Upon connection, enter HHH.
3. At the U#=# prompt, enter XTX99544, GENIE and then press Return.
4. Have a major credit card or your checking account number ready.



Letters to the Editor . . .

Dear Sir,

I am very enthusiastic about your Avalon-Con proposal. (Hopefully, it will not go the way of the PANZERBLITZ redo and/or Red Sky at Morning, etc.) Clearly, the key here is actually playing the games. It's about time! I can't help but be reminded of a Robin Williams' line: "Reality: what a concept!"

In preparing to meet this goal, please give careful consideration to the structure of the tournaments. Single elimination means that 50% of the players get to play their favorite game in competition exactly once and another 25% only twice. There are several alternative systems, and I hope that you will select those which allow all the players entered in the tournaments to play several rounds.

Speaking for myself, I have no delusions of grandeur concerning taking the "National VITP title." But if I go to PA for a weekend, I better get to play VITP more than once, or my likelihood of attending AvalonCon II will be statistically less than the probability that I will live long enough to see "CounterAttack #3" published.

Michael Knautz
Appleton, Wisconsin

Your point on tournament format is well taken. However, I'm sure you will admit—especially where many entrants are involved. Just as there are those who would like to spend their entire weekend playing only their favorite game, there are others who would like to move on to other events for a change of pace (especially after having been knocked out of the running for any championship). That is why we'll be running lots of "quick-play" multi-player tournaments on Saturday and Sunday. In any case, the decision is not ours to make. Rather, it is that of the respective GMs. Readers who plan to attend are urged to write in with their suggestions on format for the tournament in their favorite. And, as each GameMaster is required to recruit two assistant GMs to rule in his place should he be absent or involved in a match requiring a ruling, if you volunteer as an assistant GM, you just may be able to convince the GM of the wisdom of your preferred format. Our only requirement is that the GMs inform Don Greenwood of the format to be used in time to advise pre-registrants of just what they're getting into in each event hosted.

★★★★★

Dear Editor,

Let's correct some misconceptions in your "Wings Over Korea" article (Vol. 26, No. 3). The first operational jet fighter was the Gloster Meteor by Great Britain in June 1944. The Me-26 was operational in August 1944. On July 27, 1944, a Meteor destroyed a V-1 flying bomb. You may not count that as combat, so let's consider the Me-262 as the first jet in combat. The sole reason the Me-262 was first was because the mighty 8th Air Force kept on coming in great numbers—and nothing could stop the US Air Force.

In "Night Fighters over Korea", you state that the Marines used techniques pioneered by the Luftwaffe. Huh? Great Britain pioneered the techniques used against night bombers in 1940. Also, in the Pacific Theater, the US Navy and Marines had a very effective night fighter force. Night attacks against the fleet were never a major problem, and they never learned this from the Luftwaffe! For more information, read *Ace* by Bruce Porter.

Let's give credit where credit is due.

Leonard Krol
Chicago, Illinois

★★★★★

Dear Rex,

Just a quick, informal note . . .

I often read, but seldom enter, the contests since they often require a detailed knowledge of the game and rules. The use of vehicle identification as an alternative to the usual contest I found to be interesting. Thank you. Even those folks without the MBT game could use the contest as a learning tool. I happen to own the game, and will try to find the time to set up and follow the replay sometime soon. The contest was (for me) not a pushover; I found myself very unsure on several identifications. Congratulations to the author of this contest . . . in addition to being fun, it was a great educational tool. And please continue the good work in *The GENERAL* and

the contests; they are intriguing even though I lack the time (and often the ability) to participate.

Richard Renner
San Jose, California

Mr. Renner was, unfortunately, one of the many who thought the Luchs was a Russian BRDM. Recently, I have been considering the move to drop the contest from our format. Well-crafted challenges based on a specific game situation have become increasingly more difficult to devise, and reader response to them has eased off over the past few years. As the games have become more complex, the contest or its solution has too often been marred by error on the part of the designers. In short, the effort and space no longer justifies the return. It should be noted, however, that Contest #151 was the most popular—in terms of responses from readers—and certainly one of the quickest to devise that we've run in many years. So, we're going to experiment with this feature over the next few issues, in the hopes of making the fun more accessible to all and the effort less intense (and error-prone) for ourselves.

★★★★★

Dear Mr. Martin,

While reading Mr. Paul Worthington's letter to the editor in Vol. 26, No. 4, it appears to me he dislikes the "Top 50" in general and me in particular. While I have never met Mr. Worthington, either in person or by PBM, it seems he has drawn some very distinct opinion toward the AREA. While I can speak only for myself and none of the other 49 on the "Top 50" list, I would like to point out a couple of things to Mr. Worthington.

First being that my experiences with the "Top 50" opponents have been very favorable. Over my 15 years of gaming, I have played Mr. Burdick and lost, Mr. Sutton and split, and Mr. Landry and won. To a man they were gentlemen, and I hope consider me the same. I should point out that when I played all these gentlemen, I wasn't necessarily in the "Top 50".

Secondly, let me try to explain to Mr. Worthington why my "pet peeve" is late moves. I live in rural New York state and 100% of my gaming is PBM. When I accept a match, we sign the standard "Code of Conduct" form. On this form it is agreed that each player has a certain time frame to move. This keeps the game moving and allows each player to have an idea when he can expect a move in the game. My pet peeve is with those who continually take months to respond and eventually fade away without the courtesy of an explanation. I can't speak to why Mr. Worthington feels as he does. However, I have found in my 15 years of gaming that courtesy begets courtesy and respect begets respect.

Lynn Barlow
Mt. Marion, New York

★★★★★

Dear Mr. Greenwood,

I grew up on SPI products. My father bought me a subscription to S&T for Christmas when I was 12, and I was completely hooked. I had already dreamed up a couple of crude games of my own, without any idea that other people were interested in this stuff too, and that I could just go in the store and buy such games!

Later, when I returned from my first tour of duty in Germany in '83 to find that SPI had folded, I was very disappointed. More and more, the industry seemed to be leaning towards role-playing, which I never cared for at all. For whatever reason, SPI had made me feel "connected" to wargaming, as well as covering the topics I had an interest in.

This is what Avalon Hill must capture! The Sense that AH is a Very Open and Accessible group of people just like me, all of us sharing this strange and wonderful interest in wargames. It's that sense of inclusion in a public community that really seems to be missing from what has become an industry searching for ever more customers.

AvalonCon's just what the doctor ordered! Even though I only own only 12 of your games,

I fully agree with the idea of just AH/Victory games being represented. This community needs leadership, and if you're in a position to provide it, then do so! No desperate competition for a dwindling market making us all feel like targets for a bunch of salemen (and I'm a salesman by profession). Just a great environment for meeting people with a common interest, and having at it. This is the kind of thing that will inevitably result in a resurgence of interest in the hobby by building up its foundation. I will definitely be attending (AFRIKA KORPS and WS&IM).

Jonathan A. White
East Amherst, New York

★★★★★

Dear Mr. Martin,

I'm sending you some small corrections for my article, "Being Your Own King" (Vol. 26, No. 4). Sorry for the delay, but the mail between Spain and the USA seems to be quite slow.

6.6; line 5, clarification: "The player must roll two dice for the noble." The dice must be rolled every time the affected noble is involved in combat.

10; addition: "Beaufort and Stafford are not considered relatives of any other prince for the effects of Rule 11."

11; line 9, correction: "(even as per 8. above)" should read "(except as per 8. above)".

I would like to congratulate whoever was responsible for the rewrite of the article. I recognize that the original one (which was quite longer and has features like "trial for high treason" or the possibility of Stafford and Beaufort reappearing after death for unlimited times) provided a nearly unending game. This can be interesting for people so fond of the Wars of the Roses like me (in fact, I'm the only Spaniard being a member of the British "Richard III Society"), but which can exasperate the average gamer. Would it be possible to know who rewrote it? It delights me how much he (or she) has increased the playability.

On the other hand, if anybody is interested in playing the original endless variant, just send me a SASE and I'll send him a copy of the original article. Thank you for the time you've spent on the whole subject and please continue the good work you are doing.

Gabriel Gonzalez-Ferrer
Barcelona, Spain

The revamping of Mr. Gonzalez-Ferrer's version was the effort of a couple of playtester friends of mine and myself; I then edited the piece to take into account their views. For those who may wish to obtain the original, Gabriel's address: Provenza 383, 4o. 2a., 08025-Barcelona, Spain.

★★★★★

Dear Sir:

I'd like to comment on a couple of items discussed in recent issues of *The GENERAL*. A few issues back, Mr. Greenwood was lamenting the fact that sales of *UP FRONT* while respectable, were disappointing. He blamed the game's failure to capture a wider audience on two points: one, inclusion of vehicles which diluted the infantry-combat focus; and two, a reluctance of *SL/ASL* grognards like myself to embrace any system without a hexagon format. It is this latter point that I wish to refute.

As a veteran *SQUAD LEADER* enthusiast (my copy has a purple boxtop) who has moved on to *ASL*, I quickly purchased *UP FRONT* when it appeared. I liked the subject and saw immediately how this card-based system was actually a better simulation of the chaos of tactical combat than *SL/ASL* and was easier to play as well.

What went wrong? The Avalon Hill Game Company killed *UP FRONT* and my enthusiasm for the game by failing to realize that the cards are to *UP FRONT* what the boards are to *SL/ASL*. There are now two published expansions for *UP FRONT*. Neither of these came with new terrain cards. Instead, one gets new nationalities, new counters, and new terrain rules that alter the characteristics of the terrain cards in play.

I hate altered terrain rules! How much success would *SQUAD LEADER* have enjoyed if

only boards 1-4 had been published? How about the visual appeal of a *WOA* scenario on boards 1-4 with special rules so that all woods are hammad, level one is scrub, streams are wadis, etc? The point is that any expansion of *UP FRONT* should begin with publishing new terrain (in this case cards), just as *SL/ASL* has done to keep that system fresh.

Concerning the format of *The GENERAL*, I like it! My favorite game is *ASL*, and of course I give high marks to issues that contain *ASL* articles. But it's not the only game, and I enjoy reading articles about other titles even if I don't own them (yet). How about featuring *BLITZ-KRIEG* in your magazine in the future? I joined *AHIKS* over a year ago and have been having a lot of fun playing by mail. I bought *BL* two weeks ago thinking it would be a good candidate for PBM. After setting it up and playing a few turns, I am really pleasantly surprised at how fresh and appealing this "classic" remains. This is a great game! Why not promote it in *The GENERAL* by printing some articles on it?

Lastly, where is the promised PBM chapter for *ASL*? I know *ASL* is hardly the ideal game for such, but people are playing it by mail anyway, so we may as well have a standard. You don't have to wait to put it out in a module. You could sell it by mail as a variant as you are doing with the *TP:S* counters, or you could sell it as an envelope module similar to *DESERT WAR*. Keep up the good work.

Donald Menig
Pickerington, Ohio

To take your points in order, for they are all good ones—the terrain cards for *UP FRONT*, which comes first: the chicken or the egg? *UP FRONT* modules did not receive new playing cards because the basic game never sold well enough to justify the expense. *ASL* enthusiasts get new boards because the basic game sold enough to justify expensive modules, which also continue to sell well.

As for providing some coverage for *BLITZ-KRIEG*, as long as the game remains in our line, I'd be glad to run articles on it. However, to do that, I need some well-written and thoughtful submissions from you and your fellows. I can't print what I don't have. Until such appears, I am afraid that you'll have to make do with the 63 articles published previously in *The GENERAL* (from Vol. 2 through Vol. 23).

Finally, with regard to the PBM system for *ASL*, we have a number of other projects under way already. The completion of the PTO rules and the issuing of a solitaire system (also "promised") will keep us occupied for some time. Patience. The release of a standardized PBM system is not a function of cost or space or packaging, but of our time. At the moment, it is midway down the list of projects we plan on accomplishing to complete the system.

★★★★★

Dear Mr. Martin:

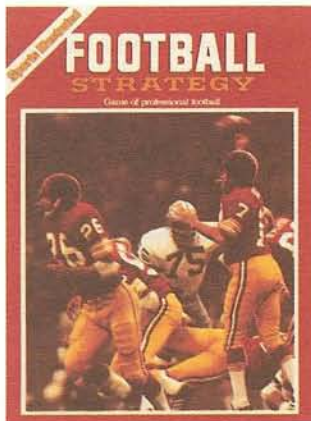
Re "Philosophy, Part 136" (Vol. 26, No. 4). If people are so "naive" to think mapboards cost a few bucks more than mapsheets, why are they priced that way by Avalon Hill? Just one example: the cheap little mapsheets that come with *AMBUSH* cost \$5 each, if bought separately, while the very attractive mapboards that come with *DEVIL'S DEN* cost \$6 each. What gives?

Jim Sandefur
Boulder, Colorado

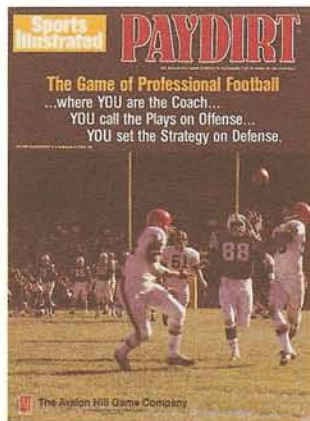
The price you pay for individual parts has very little to do with their actual cost of manufacture. We price game parts uniformly at a percentage above the total cost of the game. What you are actually paying for is the expense of our storing and listing for independent sale an inventory of low-volume separate parts for hundreds of games—rather than the more efficient practice of just selling boxed games. The accountants, having studied the income and the costs associated with selling parts, have long since advocated abolishment of the "Parts" business altogether. Make no mistake, the *DEVIL'S DEN* mapboards cost far more than the *AMBUSH* mapsheets to produce. We don't reflect that significant difference in the Parts List simply because we aren't in the business of selling game parts solely. We offer replacement parts to our titles simply as a service. Supposedly, the only reason you'd order such items is because you've occasionally lost or damaged the original. If a significant number of customers did order parts on a regular basis, we would have to increase the prices of the mounted boards vis-a-vis paper mapsheets proportionally.

WHY 4 FOOTBALL GAMES?

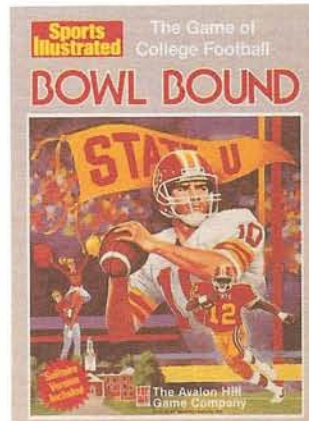
To give YOU a choice! Here are 4 great football board games that have stood the test of time!



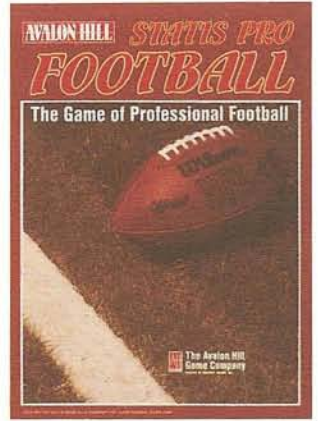
Would 30 years be a good test? That's how long **Football Strategy** has charmed table-top gamers. It's the first board game to emphasize defense as well as offense! Called by Sports Illustrated in 1961, "the best football game ever invented." The game of think and double-think! On defense you secretly select a defense you think will stop your opponent's next play. He, in turn, tries to outguess you by calling a play from among 20 on the matrix chart patterned after real pro plays. Each offense and defense selection is cross-indexed to obtain the gain or loss. An ad executive once said, "when you can get top-notch ad men to pass up expense account luncheons to play **Football Strategy**, you have a real attraction going for you." Another eulogized, "as ex-college players, we have been attracted by many good football games, but none have approached the realism and excitement of **Football Strategy**."



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Bowl Bound is **PAYDIRT** tailored to college football. Now in its 3rd edition, the game comes complete with Play/Action Team Charts of what the computer says were the best 20 college teams of the 80's. Here, you can match up these great teams to find out who really was the greatest of the era. Each team's real-life performances have been encoded on both the Offense and Defense color-coded Team Charts for each team. The depth of this analysis is so great that we are confident you will find this game unrivaled for excitement and true-to-life results. However, because all 20 are nearly even in over-all ability, it is YOU, as coach, whose play choices make the difference. A few of the 20 teams you get include '88 Notre Dame, '87 Miami, '84 Brigham Young, and '83 Nebraska. If you already have this 3rd edition **Bowl Bound**, extra sets of Team Charts with teams that go back as far as 1941 are available (see below).



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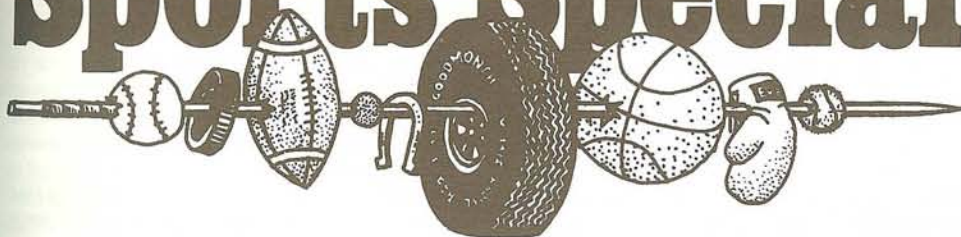
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Com 1-34	2:	71/0/11	
Inc 35-46	3:	5/3/11	
Int 47-48	4:	4/9/11	
Short	5:	3/8/11	
Com 1-24	6:	2/8/11	
Inc 25-44	7:	1/7/11	
Int 45-48	8:	0/7/11	
Lang	9:	-1/8/11	
Com 1-13	10:	-1/8/11	
Int 14-41	11:	-2/5/10	
Int 42-48	12:	-2/5/10	
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Sports Special



THE GREAT TEAMS

By James C. Gordon

Make no mistake, the ten squads drawn from the 1960s, '70s and '80s to make up the *STATIS-PRO BASEBALL GREAT TEAMS* package are truly "great" teams, with a combined .636 winning percentage and numerous post-season victories. This formidable group includes four world champions, three teams which lost in the World Series, and three contenders that narrowly missed the October classic. Every team here is a legitimate "great team", even though other ball clubs may have had better years. *SPBGT* is an excellent mix of teams—but that should not be confused with the "greatest teams" representing each ball club. The game features the well-known *STATIS-PRO* system with Fast Action Cards, a base-8 number system, and individual player stats. The rosters can handle a full season of games with nine teams carrying 10 pitchers and 15 fielders.

These teams are champions or contenders who excelled against their contemporaries, and each team has the capability to beat any other team in the ballpark (errr . . . box). Every ball club herein can hit for average, hit for power, play defense, run the bases, pitch, and use the intangibles (bunting, clutch defense or batting, throwing ratings, etc.) to win. One item lacking from this game, however, is a statistical companion. Baseball fans like baseball numbers, and a ready reference guide to the basic batting and pitching totals is one means for assessing individual players—or entire teams.

The 1961 Yankees are a perennial favorite, a team of power hitters led by Roger Maris (61 HRs, 142 RBIs) and Mickey Mantle (54 HRs, 128 RBIs, .317 average), backed up by Bill Skowron (28 HRs), Elston Howard (21 HRs, .348 average), Yogi Berra (22 HRs), Johnny Blanchard (21 Hrs, .305 average). And there's Whitney Ford (25-4), Ralph Terry (16-3) and Bill Stafford (14-9) on the mound.

Likewise, the 1962 Giants feature Willie Mays (49 HRs, 141 RBIs, .304 average), Orlando Cepeda (35 HRs, 114 RBIs, .306 average), Felipe Alou (25 HRs, 98 RBIs, .316 average) and a young Willie McCovey (20 HRs in 229 at-bats) providing the power. Leading the team, one has Jack Sanford (24-7), Billy O'Dell (19-14), Juan Marichal (18-11) and Billy Pierce (16-6).

Los Angeles deserves a championship crown, although their "also-ran" team of 1962 barely missed the series in a three-game playoff against the Giants. This great team features Maury Wills (104 stolen bases, .299 average) and an outfield

of Tommy Davis (27 HRs, 153 RBIs, .346 average), Willie Davis (21 HRs, 85 RBIs, .285), Frank Howard (31 HRs, 119 RBIs, .296). For pitchers they have Don Drysdale (25-9), Johnny Podres (15-13) and Sandy Koufax (14-7), who was just beginning his climb toward greatness.

The Twins used to brag about their 1965 team, which lost in the series despite the batting of Tony Oliva (16 HRs, 98 RBIs, .321 average), Harmon Killebrew (25 HRs, 75 RBIs), Bobby Allison (23 HRs, 78 RBIs), Don Mincher (22 HRs, 65 RBIs) and the pitching of "Mudcat" Grant (21-7), Jim Kaat (18-11) and Jim Perry (12-7). Likewise, the 1969 Orioles lost to the "Miracle Mets" even with "Boog" Powell (37 HRs, 121 RBIs, .304 average), two Robinsons (Frank: 32 HRs, 100 RBIs, .308; Brooks: 23 HRs, 84 RBIs), Paul Blair (26 HRs, 76 RBIs), Mike Cuellar (23-11), Dave McNalley (20-7), and Jim Palmer (16-4).

From 1975, we have the "Big Red Machine" that won 109 games behind the hitting of Pete Rose (.317), Joe Morgan (17 HRs, 94 RBIs, .327, 67 steals), Johnny Bench (28 HRs, 110 RBIs), Tony Perez (20 HRs, 109 RBIs), George Foster (23 HRs, 78 RBIs, .300 average) and Ken Griffey (.305). They also had a flexible staff with six pitchers recording 10 or more wins (Gary Nolan, Jack Billingham, Don Gullett, Fred Norman, Pat Darcy, Clay Kirby). Although the A's posted good numbers, they failed to "keep it alive in '75" after three series wins. The efforts of Reggie Jackson (36 HRs, 104 RBIs), Gene Tenace (29 HRs, 87 RBIs), Billy Williams (23 HRs, 81 RBIs), Claudell Washington (.308 average), Joe Rudi (21 HRs, 75 RBIs), and Vida Blue (22 wins) and Ken Holtzman (18 wins) were small consolation.

Yet another bridesmaid was the 1976 Phillies. They missed the series entirely, while a later squad won it all. Yet their big contributors were second to none: Mike Schmidt (38 HRs, 107 RBIs), Greg Luzinski (21 HRs, 95 RBIs, .340 average), Garry Maddox (.330), Jay Johnston (.318), Steve Carlton (20-7), Jim Lonborg (18-10), Larry Christenson (13-8), and Jim Kaat (12-14).

The 1984 Tigers offer us Lance Parrish (33 HRs, 98 RBIs), Kirk Gibson (27 HRs, 91 RBIs), Chet Lemon (20 HRs, 76 RBIs), Darrell Evans (16 HRs, 63 RBIs), Alan Trammell (.316 average); Jack Morris (19-11), Dan Petry (18-8) and Milt Wilcox (17-8) on the mound. And the Mets are ably represented by the 1986 squad of Darryl

Strawberry (27 HRs, 93 RBIs), Keith Hernandez (83 RBIs, .310), Gary Carter (24 HRs, 105 RBIs), Len Dykstra (.295) and a pitching staff of Bob Ojeda (18-5), Dwight Gooden (17-6), Sid Fernandez (16-6) and Ron Darling (15-6).

These teams all feature power hitters and power pitchers, and every squad highlights a few players who had an outstanding year at the plate or the mound—in some cases the best year of their career. Maris, Sanford, Wills, Tommy Davis, Drysdale, Grant, Powell, Morgan, and Morris all top the list of all-star performers. Most of these teams relied on the big hits and the strikeout rather than on the stolen base or the hit-and-run. When using them in *SP BASEBALL*, look for high scoring games and never a dull moment.

During a full simulated season of round-robin play using these "Great Teams", players which appear on two rosters can spend half the season with each team, or split their services proportionally according to the number of games in which they did appear. The six players affected here are Jim Kaat (Minnesota-45, Philadelphia-38), Jim Perry (Minnesota-36, Oakland-15), Merv Rettenmund (Baltimore-78, Cincinnati-61), Glenn Abbott (Oakland-30, Detroit-13), George Foster (Cincinnati-125, NY Mets-62), and Howard Johnson (Detroit-121, NY Mets-80). A third alternative (one I like) is to keep all duplicate cards active in order to preserve the integrity of each composite roster, despite the schizophrenic appearance.

Continued on Page 49, Column 3

SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: 129

Total Responses: 471

Rank:	Title	Pub	Rank Times		
			Last	On	Freq.
			Time	List	Ratio
1.	Advanced SL	AH	1	27	3.1
2.	Up Front	AH	4	14	2.8
3.	Third Reich	AH	6	7	2.1
4.	Siege of Jerusalem	AH	8	3	2.0
5.	Gettysburg '88	AH	—	1	1.7
6.	Diplomacy	AH	5	28	1.6
7.	Republic of Rome	AH	—	1	1.5
8.	Squad Leader	AH	3	56	1.5
9.	B-17	AH	—	1	1.4
10.	Flight Leader	AH	16	3	1.4
11.	Flat Top	AH	—	1	1.3
12.	Code of Bushido	AH	—	1	1.2
13.	Russian Campaign	AH	—	1	1.2
14.	WS&IM	AH	—	1	1.2
15.	Afrika Korps	AH	—	1	1.1
16.	Ambush	VG	—	1	1.1
17.	Empires in Arms	AH	15	2	1.0
18.	Kremlin	AH	17	2	1.0
19.	MBT	AH	2	4	1.0
20.	Russian Front	AH	11	2	1.0

The dearth of new *wargames* appears to have caused more readers to pull some of the classics down off the shelf. Or perhaps they are just warming up for the competition at AvalonCon. Whatever the reason, it is a pleasant surprise to see the likes of *FLAT TOP*, *AFRIKA KORPS*, *WS&IM* and *RUSSIAN CAMPAIGN* return to the listing of "player preferences"—doubly so for the latter since it just happens to be featured in this issue. As expected, the newest *ASL* module also appears on the list, once again highlighting the devotion of the fans of this game and their insatiable appetite for new challenges. As usual, a number of excellent games barely missed being included, including several that appeared on the list last issue.

ONWARD TO VOLOGDA

An Axis 1941 Winter Offensive

By John Hyler

Winter of 1941. Even for those with but a cursory familiarity with the Eastern Front during the Second World War, the phrase conjures up harrowing images of two great armies, locked in mortal combat, fighting, freezing and dying on the frozen steppes and in the trackless forests. For both the Germans and the Soviets, the winter of 1941-42 marked a significant Rubicon. Ill-prepared for the fierce weather, the Axis (except for the Finnish) armies were stopped "cold" in their tracks and hurled back in confusion up to 1560 miles. But for the moxie of the individual German soldier, the Wehrmacht was almost extinguished as an effective fighting force. For the Soviets, this first winter showed the world a resurgent Red Army and that the previously invincible Wehrmacht could be stopped. Although the Soviets would successfully survive many more perilous crises in the future before their ultimate triumph, none would compare strategically and psychologically with this first great victory.

In *RUSSIAN FRONT*, as is the case with most other simulations of "Barbarossa", this first winter for the Axis player is usually characterized by a cautious tidying up of the front. Exposed salients are flattened to conform with the rest of the line. Reserve assets are husbanded carefully, in anticipation of the coming fury. However in *RUSSIAN FRONT*, unlike *THIRD REICH*, the Axis player can still attack, which comes in handy if the Soviet player is *in extremis* and cannot conduct his winter counterattack. Of course, any ground units other than the Finns and mountain troops attack and defend with a -1 strength modifier (15.6). But that's merely an obstacle to be overcome in your calculations.

When *RUSSIAN FRONT* is a contest between two skilled opponents, an Axis Decisive Victory in November 1941 is not a common occurrence. There is simply too much territory to be covered and too many objective hexes to be controlled by the end. But any Axis player worth his salt will still try for the quick November kill, hopefully with full realization that he will probably not be successful and will be facing the winter counter-offensive. Assuming that the Soviet player has been adroit enough on defense that the Axis will not obtain a Decisive Victory, and further assuming that the enemy has the strength for a counter-attack, are there any options open to the Axis player? Given an initial degree of success for Axis arms during the summer, I believe so. This article details one possible winter offensive on the part of the Germans and their allies.

STAFF WORK

Preparation for your winter offensive begins with the first turn of the game. The objective of the summer operation is to eliminate as many of the Soviet units and control as much of their real estate as possible. Other articles have already seen print detailing this matter, so I need not belabor it further. In September, as the Soviet defenses around Moscow begin to gel, the Axis player

needs to begin to make his specific preparations.

The objective of the coming winter offensive is the city of Vologda. For such to have the best chance of success, the Axis player needs to control territory in certain regions of the board by the end of November first. Specifically: In the north, the Finns should push as close to Leningrad and the Svir River as possible. South of Leningrad, the front line needs to be established on the Volkhov River, and even east of the river in the area south of the lake at Novgorod down through the mountains to Rzhev. Hexes QQ18 and QQ19 must be held at all hazard, but control of QQ20 is open to question. Control of that hex provides an excellent jumping-off point for your attack. However, the threat of an isolated Leningrad may prompt the enemy to move more assets into this area to break the ring about the city, which is precisely what the Axis player *does not want*. On balance, it may be better to leave QQ20 in Soviet control; once the above listed are under your thumb, restrain further Axis attacks and simply defend what you have in the region. Hopefully, this will lull the Soviet player into thinking that the front lines have stabilized around Leningrad and so will send his November reinforcements elsewhere. For the purposes of further discussion here, assume that QQ20 is Russian-held.

To further prod the Soviet player into keeping his November reinforcements away from the Leningrad area, the Wehrmacht needs to grind forward far enough so that you control at least one row of the woods hexes shielding the western approaches to Moscow. Control of Kalinin and Tula, if feasible, would be dandy. This area around Moscow is what I term its "security zone". In addition to being a good defensive position, the close proximity of the Axis hordes to Moscow may well compel the Soviet player to keep reinforcements pouring into the Moscow region, rather than moving them elsewhere by rail.

The following units of the Axis force are then extricated from combat, moved to railheads, and prepared for deployment (in the following order of priority): one 8-6-6 armor from Army Group Center, the 49th Mountain and 4th Infantry from Army Group South. Exactly when these units are pulled back will depend upon both their current activities and the number of hits presently sustained. But by the end of November, they should be in position on converted railroad hexes at full strength. During this time too, the two armor units of Army Group North should be restored (if not already) to full strength and positioned at QQ19. If possible, have the infantry of AG North at full strength, although this may be impossible since a lion's share of future Replacement Points will need to be allocated to AG Center's infantry. If all goes as planned, they will be bearing the brunt of the Soviet winter counteroffensive.

If they can be spared, you want to position excess units of AG North infantry in PP18. The Luftwaffe is placed, by the end of November,

so that the four units present in December will cover both the Leningrad and Moscow fronts. The Finnish air stations itself in Vyborg.

In December, the three aforementioned German formations are transported by rail to PP18. Soviet partisan activity may prevent some (or even all) of the units from being moved. But the Soviets at the start of December have only two Partisan factors available for use. If all are used, these—plus the +1 DRM for snow—still allow the Germans a 67% chance of moving at least one unit. If not all can be moved in December, those that can are moved in the same order of priority as listed above. In subsequent turns, those left behind are moved up north.

EXECUTION

I have established the timing of my attack for December, because there can only be snow in the Arctic zone in December through February. This offensive can *only* be conducted in the winter. This is due to the fact that much of the fighting will occur in the marsh hexes around and east of Tikhvin. In all types of weather conditions, except Snow, ground units expend three movement factors per hex here. But in the snow, this is reduced to two movement points, enabling your armor to make Blitz attacks without taking hits for the extra movement.

When playing *RUSSIAN FRONT* as the Axis, I dread the arrival of the four Soviet 7-5-4 Shock units in November. Their arrival marks the beginning of the build-up of powerful Soviet units which will bury the Axis if victory is not achieved in a reasonable time. Since their arrival and deployment can totally de-rail any plans for attack in the area, by waiting until December to launch the Vologda offensive, the Axis player can observe where they are positioned. Assuming that all four are fighting around Moscow, it would take at least two turns for your opponent to extricate and shift them elsewhere.

In my article "East Rubble" (Vol. 26, No. 2 of *THE GENERAL*), I criticized Mr. Miller for his placement of Soviet armor in marsh hexes. Well, I fully realize that by selecting the area between Leningrad and Vologda for an attack with panzers I am leaving myself open to the same abuse. True, the strength modifiers for marsh plus the Axis First Winter penalty reduce an 8-6-6 to a "4" on offense and an execrable "2" on defense; but with proper air support and help from the infantry, positive results can still be achieved. The eight combat factors that an 8-6-6 armor with air support wield will normally result in a Soviet unit eliminated, following pursuit.

The mechanics of the German attack are the same as always: blitz, pursuit and exploitation. Starting from QQ19, AG North's armor blitzes QQ20. Assuming eventual Soviet unit elimination, this armor is then poised to head east. The 8-6-6 of AG Center will not be able to blitz this turn (unless willing to take hits for the extra movement). At this juncture in time, taking hits

for extra movement is simply not a good idea for the Axis player will need all his replacement points to counteract the ravages of the main Soviet attack. Nevertheless, AG Center's 8-6-6, starting in PP18, attacks PP20. Both armor attacks are supported fully by the Luftwaffe. The remaining two Luftwaffe units interdict PP21 and OO21. Soak-off attacks by German and Finnish infantry in hexes adjacent to the armored spearheads, to both prevent response as well as to prevent Soviet retreats, should be undertaken. It goes without saying that infantry also accompanies the armor. And place a Reserve counter on the infantry waiting in PP18.

Once a hole is torn in the Soviet line, the panzers head east. If Tikhvin is unoccupied, take it and position the armor to prevent subsequent recapture. The infantry units under the Reserve counter move as far as they can. And if Tikhvin is unoccupied and the Finns control the Svir River line at the onset of the attack, they should try to seize and control RR25, shifting the rest of their forces east on the Svir for support. If successful, this, with the German armor moving east, can result in the encirclement of most of the Soviet units in the far north, placing their defense in severe jeopardy.

If Tikhvin is occupied, it *must* be captured in January. Otherwise, your timetable for this attack will be in ruins. As an aside, to help the December exploitation, either the 49th Mountain or the 4th Infantry can be dispatched to OO20. With the air interdiction in OO21, the only hex that the Soviets can retreat to is NN20—opening a three-hex gap in the Soviet line and assuring unimpeded exploitation through and better positioning of the exploiting infantry to protect the flanks.

The Soviet response in December will undoubtedly see reinforcements sent to the region. How many and their quality will determine if your attack can continue. Only four units can be transported by rail close enough to establish a new defensive line, but rebuilt units may be placed in Vologda itself.

Assuming that the Axis winter offensive can continue, January 1942 brings more headaches for the Wehrmacht. Another air wing is withdrawn, leaving you only three to carry on with until early summer. But even with only three, plus the Finnish air force, enough local air superiority can be maintained—barely—to resume the assault.

The goal of the January attacks is the Sheksna River line for the armor, hexes NN26 and OO27. Once attained, these provide an excellent jumping-off point to the *terra firma* approach to Vologda. By February, your forces should be adjacent to that city with the 4th Infantry and 49th Mountain poised to advance into it. In March, your assault on the city opens; with luck, this should take but one turn to secure the goal, with the armor attacking to clear space around the city.

BENEFITS & DANGERS

The advantages to having control of Vologda are apparent with even a cursory glance at the board. The Soviet northern flank is completely unhinged, providing you with an excellent opportunity for a drive south to isolate Moscow from the east. Leningrad is now so hopelessly out-of-supply that its capture is only a matter of time, helping the Axis rail capability and free-

ing the Finns to roam at will on Mapboard A. In addition, any attempts to recapture Leningrad by the Soviets will demand they fight the Axis through excellent defensive terrain. Since only one Soviet unit per game turn can be placed in the red, partial hexes in the far north, and the Soviets cannot use offboard rail movement to reinforce Plesetsk, the eventual fall of that town and loss of Lend-Lease replacement points to the Soviets can be assured. Finally, as an added bonus, the Axis player receives the 19th and 36th Mountain Corps. These two units can prove their worth in the Caucasus Mountains should a drive on the oilfields at Maikop be contemplated.

Even if the Soviet player sends enough reinforcements to halt the attack, the drain of strength from other areas of the front will slow the impetus of that Soviet counteroffensive. This in itself should help the Axis maintain positions as far east as possible.

Attempting the drive to Vologda requires great intestinal fortitude on the part of the Axis player. Not only will he be fighting with limited assets, but with the Luftwaffe occupied in the north the front lines elsewhere will indeed suffer. The Russians will have numerical superiority in air units, which will cause problems for you when any battle unsupported by air units is fought. The infantry attack on OO20 comes immediately to mind as one at risk from the Red Air Force involvement. The Axis player may well see great gains made in the north, but a crumbling of his center and south—not a pretty sight.

To help the attack in the north, AG Center (aided possibly by armor from AG South) needs to “stand fast” as best they can. It must keep the pressure on in the Moscow area to force the enemy to keep as many units around Moscow as possible and away from the north. In the south too, maintain contact with the Soviet front line to prevent easy transfer of units from what will probably be the “quiet” sector of the *RUSSIAN FRONT*.

CONCLUSION

This Axis attack is risky, and should be undertaken only if the following conditions can be met by November: 1) control of at least the territory mentioned earlier; 2) sufficient bloodying of the Red Army and Air Force so that, even though it may be able to mount the winter counteroffensive, this will be a limited affair; 3) the Axis summer offensive is relatively free of casualties and unit loss; and 4) the Axis can achieve total tactical surprise with their winter drive for Vologda.

When I refer to a “sufficient bloodying” above, I am speaking of inflicting enough casualties upon the enemy that they are capable of only a single-line defense with no “double lines” (except perhaps where they plan to launch their winter attack upon you) and few units available as reserves. The Axis summer offensive needs to be conducted as efficiently as possible so that you will not be consistently outstripping your replacement point capabilities. Most importantly, if the Soviet player divines what is coming, he can easily send enough reinforcements to stymie the attack before it even starts. Axis failure in even one of these four is enough to convince me that the plan is unfeasible.

With so many conditions needing to be met, this drive to Vologda will not normally be an option for the experienced Axis player. However, the potential benefits are so noteworthy and well worth the risk should conditions be right that it should be in the back of one's mind at all times. It is a great coup to be able to spring this on an unsuspecting Soviet opponent, smug in his successful summer defense and anticipating dishing out retribution in the winter. Watch his confidence drop as his position erodes to a calamitous end. If successful, Axis options for the summer 1942 offensive increase greatly. And the Axis player can, more importantly, with reason expect a happy 1942 campaign, with a good chance of securing a well-earned Decisive Victory. ☆

Coming Attractions . . . Cont'd from Page 33

cate the feats of a Rome to conquer the known world and thus win militarily. Naturally, this is the version I find most intriguing.

Eight new types of Civilization cards have been added (Roadbuilding, Mining, Mathematics, Military, Deism, Enlightenment, Monotheism, and Theology). In addition, many of the original cards now have enhanced attributes. Physically, the cards have been modified for easier play with rounded edges and summaries on the reverse side. I predict even staunch supporters of the original game will be salivating over the new cards. Another 80-card deck of Trade and Calamity cards have been added to revitalize that aspect of the game. The previous variant card deck has been incorporated and updated with the total set values which it lacked previously. Pillage rules and an eight-player version round out the package.

Advanced CIVILIZATION retains the essential elements of *CIVILIZATION*, and can be learned quickly even by those who have never played the original. The new cards ensure a greater diversity of cultures, while the new calamities make the game even more challenging. Best of all, *Advanced CIV* can be played to a satisfying completion in one sitting, simply by setting a time limit and determining the winner at that point based on the new victory criteria. ☆

Sports Special . . . Cont'd from Page 47

The rules suggest using the Designated Hitter for all teams instead of playing “real” (pre-1973) baseball, with the critical strategic nuance of placing the pitcher in the batter's box. Only Detroit in '84 and Oakland in '75 actually used the DH, and it seems better to the players of these two teams to adjust and lose one element of their success rather than see eight teams sacrifice an important aspect of their game strength.

Perhaps the best role for *SP BASEBALL GREAT TEAMS* is as an introduction to the system for newcomers. *SP BASEBALL* fans will already have many of these teams as part of their annual card sets. But a novice will be attracted by the chance to taste the cream without straining the grounds. Playing the '62 Giants against the '62 Dodgers is exciting; playing Oakland against Toronto in 1977 is not. ☆

STALINGRAD DEFENDED

The Russian Defense in TPS

By Don Greenwood

“*TURNING POINT: STALINGRAD* is the best wargame since ASL, except for one thing. In 25 games, I’ve yet to see a Russian tie, let alone a win.”

Ouch! Those words from Major Bruce Degi, an instructor at the USAF Academy, really struck a nerve. Like most designers, I’m partial to my own work, but *TURNING POINT: STALINGRAD* holds a special place in my heart. Unlike most projects, which are relegated to the shelf after a year of concentrated development chores, I find myself constantly on the lookout for an opportunity to play *TURNING POINT* again. It is, in my opinion, the epitome of what a wargame should be with an excitement level unmatched by any. I have not been as enamored with any wargame since *UP FRONT*.

Thus, Bruce’s comments on play balance cut me to the quick, and mystified me at the same time. I have heard similar comments, but always dismissed them as the ramblings of the inexperienced. After all, I had no trouble winning with either side (or losing for that matter). Indeed, the excitement level derives from the perceived lead see-sawing back and forth and is the main reason I’m so taken with the game. Granted, the Russian has to play a different kind of game than most players are used to, but I see no reason why a competent Russian cannot expect to win half of the time. That said, I accepted Degi’s challenge to a game at the upcoming TACTICON in Denver with a certain amount of trepidation. What type of German juggernaut would I be facing who had yet to be denied victory in 25 games? Well, there was nothing for it but to get out the board and study for my coming match in hopes that I could at least give the good Major a tussle that would worry him. One of us was surely going to eat crow, and I fervently hoped it wouldn’t be me. So I started hedging my bets immediately.

I opened with a request to use chits instead of dice. Luck can occasionally bring down even the best player, and using chits lowers the luck factor and usually results in a nail-biter. Bruce wanted to play the historical setup. I preferred the basic game, although it appears to be the common perception (and a mistaken one I believe) that the Russian’s chances are better using the historical setup. While it is true that the historical setup hinders both sides, I’ve always thought it hurt the Germans less and have been surprised by the prevailing feeling to the contrary. Obviously, German players are basing their belief on the fact that it prevents them from concentrating their 29th, 94th and 71st Divisions into huge “killer” stacks from the outset. Although this is an annoyance to the German, it is not something that can’t be overcome. A good player can arrange to recombine these forces in the course of the opening day’s battle without major sacrifices.

The Russian historical setup, on the other hand, has two glaring weaknesses which he can overcome only with great difficulty or consider-

able luck in the face of competent opposition. The most dangerous flaw is the defense of Kuibyshev Sawmill (#31) with only the three weak 1-2-4 NKVD battalions. The Sawmill is easily the most crucial area on the board at game start and scene of the bitterest fighting—poised as it is between the might of the 94th Division and the Volga. When it falls, it not only brings the Germans two of the five additional Victory Points he needs to win, but cuts off Kuporosnoye (#30) from reinforcement, virtually guaranteeing a third Victory Point. The initial German bombardment has a 33% chance of clearing this cornerstone of the Russian defense of fresh units, with the Stuka standing ready with a 76% chance of disrupting any lone survivor. Once all Fresh defenders are gone, Kuibyshev has all but fallen, because then even the 29th Division can reach it on the first day. Any defense of the Sawmill once it is stripped of fresh defenders will be an extremely costly affair.

Less critical, but still worthy of note, is the situation at the other end of the board in Rynok where a lone 2-3-4 anchors the northern flank at the water’s edge. The Stuka has a 55% chance of vacating Rynok altogether in the opening bombardment; and even without it, the German 6-6-6 in Latashanka (H) can attack at 7:6 with a 44% chance of taking the area and another Victory Point with little threat from Russian counter-attack.

Which leads us to the biggest flaw in the Russian historical setup: almost everything else. Good Russian play at the outset is a study in how to retreat from the weak +1 TEM areas to better defenses closer to the river. The historical setup not only makes it difficult to retreat, it lacks the concentration of force vital for a Russian counter-attack to prevent weak German advances in the north. In determining my optimum Russian setup I moved 47 of the 78 Russian units (60%) to different allowed positions. In contrast, when preparing my optimum German setup, I needed to change only 16 of 75 positions (21%). Considering that the Russians are the less mobile of the two forces, there is little doubt in my mind which side the historical setup hinders more. The historical setup was designed for use with the Simulation Game with that version’s harder-to-obtain Victory Conditions and German unit withdrawals in mind. If you play the historical setup with the Basic Game Victory Conditions, the Russians should indeed be hard pressed. The remainder of this article will therefore pertain to the Basic Game setup.

One last caveat before proceeding. In Volume 26, Number 2 of *THE GENERAL* I advocated the use of two additional rules—only one of which has any appreciable effect on play balance. First, the TEM for Ranged Attacks should be tripled rather than doubled. Using the original rule, I believe the Germans do enjoy an edge in play balance which this amendment adequately addresses. The other rule (which I believe hurts the Russians as much as, if not more than, the Ger-

man) is 14.8: “Rubble never increases the DV of armor.” For example, if an armor “3” and an infantry “2” are in a +3 TEM area with rubble “2”, the infantry would be the prime defender with a total DV of 7. Now, let’s walk northward along the Russian perimeter to evaluate my defense.

KUPOROSNOYE (30): 4-4-4, *-3-5, 1-2-4

Kuporosnoye is valuable because its position between the mighty 29th Division and the Volga means both a Victory Point and two quick Interdiction Points for the Germans. Unfortunately, it usually cannot be held and the Russian would do well to remember the old maxim, “He who defends everything, defends nothing.” Reinforcing it is both difficult and foolish. However, it should not be given away either. The “4” infantry unit provides a hard outer shell that stands a 44% chance of escaping the initial bombardment unscathed. If this occurs, even a 16:7 attack from the 29th Division stands a 33% chance of failing to clear the Area and a 55% chance of failing to achieve an Overrun—thus denying these vital troops to the German for at least two days. Make no mistake, Kuporosnoye will fall and these troops will die—but if they’ve tied down the 29th Division for two or three days they’ve done their job.

A common mistake of new Russian players is to opt for extra retreats which they could avoid by eliminating a unit altogether. I am of the opinion, especially at the outset, that a Fresh unit with its quasi-ZOC is worth more than several disrupted ones without a ZOC. This is especially true of retreating units which must remain disrupted for four days and often will never live to see Fresh status again if they’re in the path of oncoming pánzers. To illustrate my retreat policy, let’s look at how I’d handle various Casualty Point losses in Kuporosnoye to the opening bombardment.

- 1-2 CP: 4-4-4—Retreat to 31
- 3 CP: 4-4-4—Eliminated
- 4 CP: 4-4-4, *-3-5—Retreat to 31
- 5 CP: *-3-5—Eliminated; 4-4-4—Retreat to 31
- 6 CP: *-3-5, 4-4-4—Eliminated

The rules require the 4-4-4 to take the first Casualty Point so it is always among the losses. However, I will kill it rather than disrupt a second unit. I also opt to retreat out of #30 even if I only have one CP to satisfy because the strength of the 29th Division is such that no single disrupted unit will make a difference, and will doubtless just be fodder for a secondary Overrun when the 29th enters Kuporosnoye. In #31, they can be a significant part of the defense of the Sawmill and might even draw a Ranged Attack by the 29th (that could backfire by creating rubble). Choosing to eliminate the AA unit before the weaker 1-2-4 infantry unit reveals a weakness in this defense in that the *-3-5 unit can’t be left alone and still defend at full strength. Consequently,

an acceptable variation—perhaps even a better version—of this defense would add a second infantry unit from Area 31.

MININA (29): 2-2-4

Minina deserves no more than the required token defense. Its only purpose is to serve as a buffer between the mighty 29th Division and the Sawmill (#31). However, it should not be abandoned completely because its ZOC can prove annoying and the German should be made to expend the effort to take it. Despite its harmless appearance, Minina can be the source of major difficulties for an unwary German. Should the 29th move into Kuporosnoye and the 94th be committed elsewhere, a Russian attack through Minina to take Hill 120 can leave the mighty 29th isolated and unable to move in the morning if not relieved before dawn.

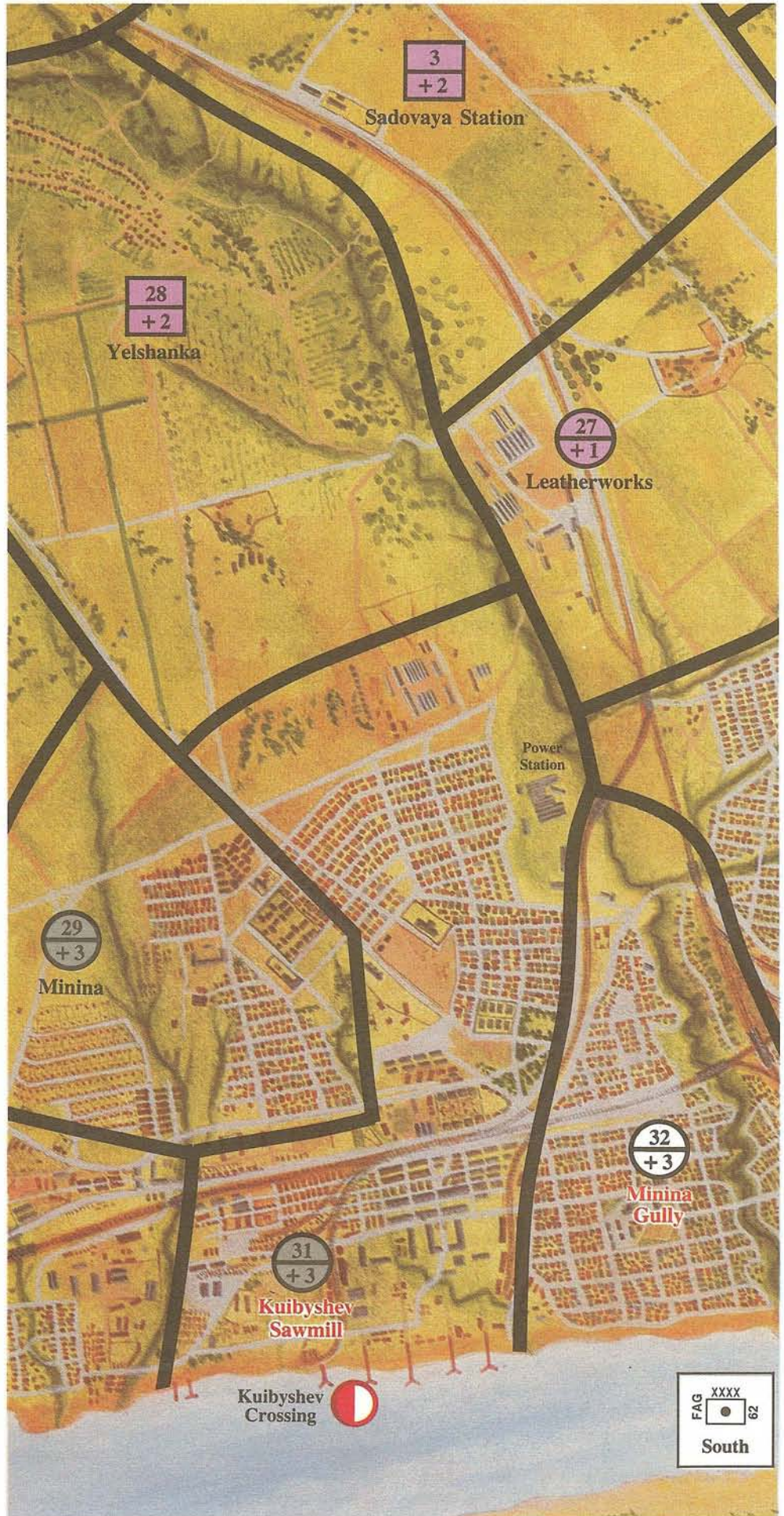
KUIBYSHEV SAWMILL (31): 4-4-6, *-3-5, 2-2-6, 1-2-4x4

The 4-4-6 armor is too good a unit to form the outer shell of a defense, but it can't be helped. The opening bombardment from the 94th Divisional Artillery has a 56% chance of causing two CP and these should be used to retreat the 4-4-6 into the Southern Railway Station (#33) where it will block any Overrun through the Leatherworks (#27). Any further retreats to subsequent attacks should be made to Minina Gully (#32) where they'll be out of harm's way and have a chance of returning to action on the 17th. There is a 16% chance that the opening bombardment will rubble the Sawmill. Whether it does or not, the Russian should look for an opportunity to entrench with his NKVD Regiment as soon as the danger of Stuka attack or assault by the 94th Division has passed. Consequently, the Russian may want to consider taking losses with the 2-2-6 armor rather than his third infantry unit. Lest there be any doubt, the Sawmill should be held to the last man and reinforced as required.

LEATHERWORKS (27): 2-3-4

I like to refer to this as the "killing ground". The key to Russian play is to defend in the +3/+4 TEM areas while forcing the Germans to defend in the +1/+2 areas. The Leatherworks is a prime example of where this can be accomplished. Never hold it with more than one unit. Force the Germans to attack it in force, but be sure they lack the necessary MF to move beyond it into the Southern Railway Station (#33) with an Overrun. This means that whenever the Germans take the Leatherworks, you immediately counterattack with one unit—and *only one unit!* I believe this is where most Russian players err in playing *TPS*. In their passion to inflict casualties, they attack with too many units at once. The Russians simply can't afford it. There is no point in continuing these counterattacks as long as you have a unit in #27. The point of any Russian counterattack is primarily to fill holes and delay. German casualties are just a bonus. However, the Russian must be careful to occupy the Southern Railway Station at all times.

The lone defender here also serves to channel the German's opening bombardment into the Sawmill, where it will attack with only a +2 (and a 16% chance of rubble) instead of a +5 and a 2% chance of rubble.



TSARITSA GORGE (26): 2-3-4

The Gorge has little importance other than serving as a buffer between the 24th Division and the Russian armor in the Tsaritsa Woods (#34). As such, it is often bypassed, and the most frequent question pondered by the Russian is when to withdraw from it. By limiting the initial placement to one unit, the hindrance value of a Fresh unit's ZOC on German armor movement is such that it can probably be left as a hedgehog even when threatened with isolation.

TSARITSA WOODS (34): 1-3-4×2, 1-2-4×2, 3-2-5×3, 2-2-5×2

All available Russian armor is concentrated here as a bombardment-proof reserve from which to launch one-unit counterattacks into #27, #26, #25 and #35 whenever the Germans take those areas. The infantry units shield the armor from Stuka attack, and are also ready to move into Area 33 where they can defend the Southern Railway Station from an Overrun by the 29th's 6-6-8 Recon with a 33% chance of entrenching at the end of the move. Note that the 1-3-4s defend with a "2" while disrupted and thus are the best units for the job.

DUBOVAYA WOODS (25): 2-3-4

The lone defender here and in Tsaritsa Gorge (#26) leaves the powerful 24th Divisional Artillery without a worthwhile target if it is to take part in the opening bombardment. As Overruns do not benefit artillery, the Germans stand little to gain by smashing an empty bag and must accept the paltry target or withhold fire and burn another impulse against the Hospital (#24). If destroyed in the opening bombardment, a sacrificial unit must take its place. Dubovaya Gully (#25) or West Stalingrad (#61) must be occupied by retreat or first impulse movement in any case.

THE HOSPITAL (24): 3-3-5×2, 2-3-4×4, *2-5×2, *-1-5

Area 24, covering crucial ground in the middle of the board, can expect to take a lot of grief from the German 71st and 24th Divisions—including perhaps a double dose of artillery. Nine units allow it to bend but not break while withstanding all that German might. The six mobile units also allow it to serve as a fire brigade should many holes need to be fixed at once, although this should be avoided until the 71st Division has committed itself elsewhere. The retreat rules prohibit retreats into multiple areas, but the Russian should nonetheless be watchful for opportunities to use a retreat as a free impulse to occupy vital areas and should seldom retreat into the same area in subsequent attacks. Area 35 is a particularly good choice for a retreat from the opening bombardment because it fulfills the needed blocking function with a unit that is already disrupted for four days and unlikely to see fresh status again. In fact, the Russian should be alert for opportunities to use a voluntary retreat carrying only a one day disruption penalty to occupy any of the surrounding areas with a solitary unit.

HILL 153.7 (8): 1-2-4

The minimum defense is all that is required for this nutcracker position with lousy terrain sandwiched between two German divisions. The

less there, the better! An Overrun is of little consequence since the furthest daytime advance is to Hill 126.3, which the Russian can't hold anyway. The infantry is chosen as the sacrificial lamb to save the more mobile *-1-5 whose speed can be useful in filling gaps. No withdrawal plans are in the offing. The ZOC is worth more than the impulse needed to withdraw it. Let it die, slowing the Germans down for the greater glory of the Motherland.

TARTAR WALL (22): 4-4-6×2, 3-2-6, 2-2-6, *-3-5×2, *-1-5, 1-2-4×2

The Tartar Wall is hardly the place for a hold-to-the-last-man defense, and that is not the intent here. Rather, the other green-colored areas are stripped to amass seven mobile units in one area. This is the Russian's planned first move. His second impulse (Russians don't get a first impulse on Sept. 13) should scatter all but one of these units behind the Russian lines and plug any holes that have developed. With their doubled MF, these units can reach any Russian area and by dispersing will offer limited kills to the Stukas. The infantry is present to absorb any extra casualties. If unused, the extra infantry should move into #20 as a sacrificial rearguard when the others move out. Retreats of single units should be to area #23 if unoccupied.

Another tactic to keep in mind when dispersing these units adjacent to German areas is the Ranged Attack. Usually, only the German can mass sufficient force to cause casualties with a Ranged Attack, but casualties are not your intent. Provided you see the unit as a sacrificial lamb not long for the world anyway, you have nothing to lose by tacking on an extra two day's disruption to make a Ranged Attack in the slim hope (5% in a +2 TEM area) of creating rubble which will slow the German movement through his rear areas.

VISHNEVAYA GULLY (21): 2-3-4

This solitary unit just begs an Overrun . . . but so what? The 295th can mount a 15-factor attack. There is no sense opposing it in this terrain. The idea is to leave as few rearguards as necessary and group the rest into large forces which can be quickly dispersed in a single impulse. The German lacks sufficient armor here to penetrate far in the daylight. The key is to have the second line of defense in place before nightfall.

GORODISCHE (10): 1-2-4

Again, the solitary unit offers minimal resistance, but the ZOC afforded by the units on the flanks in #19 and #40 assure that no single penetration will go far.

HILL 109.4 (19): 3-4-4, 2-4-4, 2-3-4

There are no good red-colored setup choices, but fortunately the Germans are weak in the north so it matters little. Six units must set up in red areas; so after the mandatory garrisons have been placed, that leaves two extra units. They appear here because it is the southernmost red area and allows these slow infantry units the most movement options. It also provides a strong hedgehog to maintain a ZOC over #20 and #18 should the Germans breakthrough in the north.

HILL 108.3 (12): 2-4-4

The lone unit has a 67% chance of surviving a bombardment by the 389th Artillery—which is why it is here instead of a lesser unit. An Overrun here accomplishes little as the Germans lack the armor with which to exploit it.

HILL 108.2 (13): *-2-5

Perhaps the least valuable piece of real estate on the board, Hill 108.2 is defended only because the rules require it. A mobile unit of little value is chosen simply because infantry lacks sufficient movement to extricate itself from this corner.

ORLOVKA (14): 5-4-4

The 2nd Motorized Brigade is actually one of the Russian's best offensive units and its loss is not a frivolous matter. It garrisons the far-flung corner, both to keep it out of harm's way and because it has the mobility to withdraw in a single impulse. The Little Mushroom (#48) is an excellent spot to withdraw it to at the first opportunity if you can resist the urge to make a night attack with it against disrupted Germans.

STATE FARM (17): 3-4-4

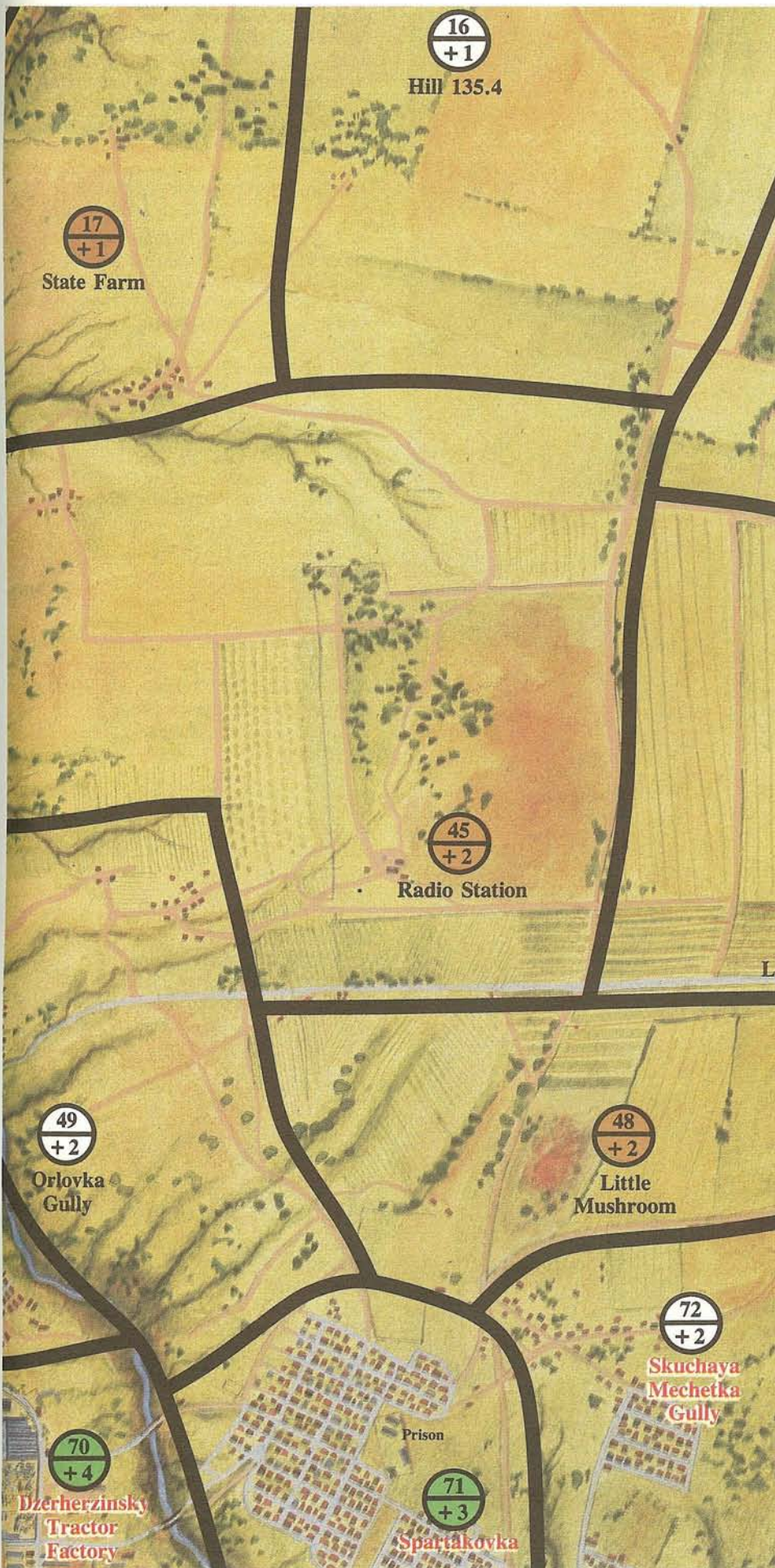
A lone unit on the flank would be worrisome if the Germans had any real strength in the north. As it is, the State Farm is insulated from contact by ZOC and probably in more danger from the west. The DV of "5" (plus Russian artillery) should be sufficient to discourage any incursions from the north. As it is, the German stands more to lose on this flank than he can gain until he brings up significant reinforcements.

RADIO STATION (25): 2-3-4×2

Again, the defense should be adequate, given the German weakness on this flank, as any attack is subject to major counterattack from the Little Mushroom (#48).

LITTLE MUSHROOM (48): 3-4-4, 1-2-4×6

This is my sole exception to the Russian piecemeal attack philosophy. Although this force is worth more as a threat than an actual strike force, it is capable of mounting a 10-factor, seven-unit counterattack. And if the German does not reinforce Vinnovka (G), that "threat" may actually materialize and isolate Latashanka's two Victory Points. Note that this force cannot move and attack in total until reinforced because it lacks an eighth unit to leave behind to defend the area. This problem is neatly solved by the arrival of the 2nd Brigade from Orlovka, which increases the attack force to 12 factors and leaves a 3-4-4 still defending the Little Mushroom. A 12:8 attack on Vinnovka has a 76% chance of isolating Latashanka (H). By using whole regiments of the weak 1-2-4 infantry, the different Parent Division penalty is negated and a large attack force can be assembled (while using the 149th Division's 3-4-4s on defense where they provide a tougher outer shell). The German ignores this threat at his peril. However, this means postponing any such attack until the second night and competent German play will have long since reinforced Vinnovka with FLAK units. This tempts the Russian to strike before Vinnovka is reinforced. My advice is *don't*. If the attack fails, you will have no force with which to threaten



German penetrations and no reserve to seal the gaps they create.

BIG MUSHROOM (73): 3-4-4, 2-6-6

The 3-4-4 provides the "hard shell" of the defense; the lesser unit is there to absorb losses. When things get tight, as they inevitably do, the 2-2-6 can be stripped away as a mobile gap-filler as long as #71 and #48 are occupied to contain any Overrun.

RYNOK (74): 3-4-4, 2-3-4

The extra unit (above the historical placement) means that the chances of an adventuresome German 6-6-6's attack taking Rynok fall from 33% to 5%. As long as the Russian holds his hammer in the Little Mushroom, things should stay quiet in the north.

That ends our walk around the perimeter. The reserve positions remain unchanged from the historical setup but a few points bear discussion nonetheless:

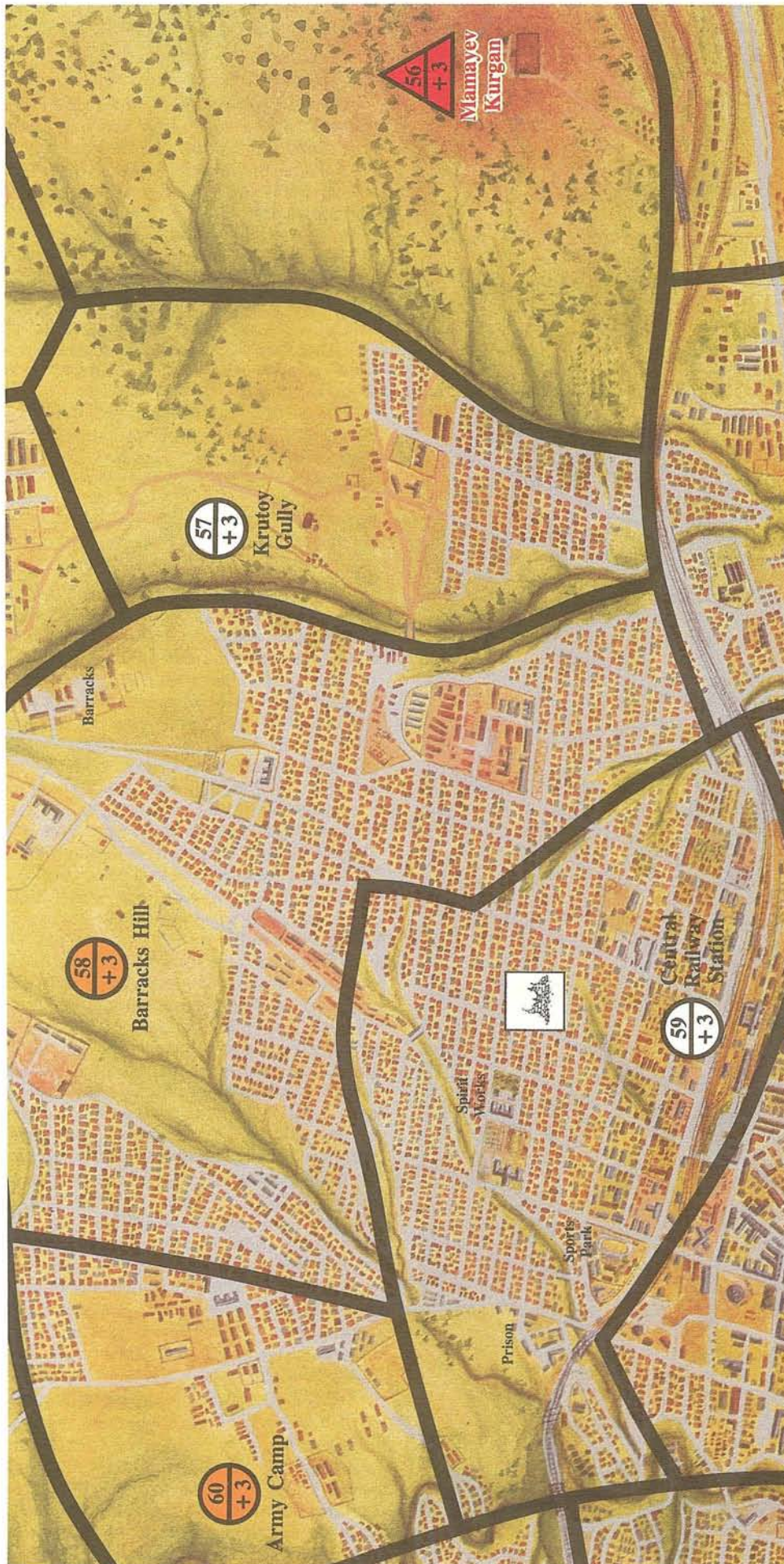
BRICKWORKS, DZERHERZINSKY TRACTOR FACTORY, SPARTAKOVA (69-71): *-6-5x3

The Russian AA units are their strongest defensive forces at the outset, and their deployment into what soon will be the front line is critical. Care should be taken to move the northernmost first because the Brickworks unit can reach the most hotspots. It is even possible—with the right combination of rubble and night movement—to reach the Sawmill, and this possibility should not be discounted before German advances preclude it. The Kurgan (#56) is an obvious choice to receive an AA unit, but the commitment should not be made prematurely lest the Stukas decide to take it out while in transit. Krutoy Gully (#57) and West Stalingrad (#61) are other likely locations. Care must also be taken to ensure that the AA units will be in a multi-unit group when they are assaulted lest they be halved by an infantry attack.

Before leaving the Tractor Works, we should consider the matter of the Russian armor replacement rate for which there are two schools of thought. Those who like to think in terms of German dead will want to save their factors towards the purchase of a 5-5-6 or 4-4-6 to lead attacks. Those more comfortable with passive defense will favor using them as quick as they can by building 2-2-6s. The latter strategy gives you more steps to satisfy casualty losses plus more units with which to plug gaps and extend ZOC. Personally, if I'm hard-pressed, I take the latter course. Otherwise, I save for the big hit; although it is a good idea to always have a Fresh unit in the Tractor Works just to keep a ZOC around it and prevent any German armor from exploiting a breakthrough all the way to the Volga.

MAMAYEV KURGAN (56): *-1-5

The Kurgan is, simply put, the most valuable turf in the game and simply must be reinforced with an AA unit unless the Germans are totally ignoring the center of the board. Moreover, a killing ground should be established in Stalingradski Airfield (#38) and kept constantly manned (see the Leatherworks above) to keep German artillery observers off the hill as long



as possible. If available, infantry or engineers should be spared to entrench and a strong supporting position established in Krutoy Gully (#57). Kurgan with its three Victory Points and three Interdiction Points is the key to the game. The German can win without it, but the Russian can't lose it early and expect to survive.

BARRACKS HILL, ARMY CAMP (58, 60):
1-2-4x6

The action usually flows around these areas rather than through them, simply because the Central Railway Station (#59) stands behind them and blocks the way to the river. Nevertheless, entrenchments built here on the opening day are invaluable, and for that reason I avoid moving these until relieved by the 13th Guards on the night of the 14th. Entrenchment attempts shouldn't be premature, however, because this is the Russian's last manpower reserve and needs to be available to fill any sudden gaps. Above all, avoid the urge to attack in regimental strength with four factors. You need the bodies more than you need to create German casualties.

OVRASHNAYA WOODS, SELENAYA GULLY, BANNY GULLY (39-40, 55): 5-5-6, 3-2-6, 1-2-4, 2-3-4

The historical setup works best. The armor is held in the rear, from where they can launch counterattacks. The others provide a preliminary ZOC to keep the Germans at bay.

ARTILLERY

Obviously, Russian artillery cannot be committed at every opportunity; but only on a case by case basis after weighing such factors as the amount of counter-battery, the state of other artillery, whether you have pressing needs for your next day's impulses, and the importance of preserving the unit/area being attacked as opposed to the need for that artillery in other critical areas either on attack or defense. However, there are some *general* guidelines that can be followed. When deciding whether to commit your artillery, always assume that the opposing dice rolls will be equal and thus negate each other. That being the case, will your extra +1 modifier be sufficient to prevent an Overrun, or save/take control of an Area? If the answer is "No", you probably shouldn't use it. On the other hand, I usually use it in the north where the German rarely has much counter-battery available. (For that reason, as the German, I tend to avoid limited offensives in the north.) Lastly, the Russian should always refit in the day if no better move presents itself; it is the only daylight move which cannot backfire.

REINFORCEMENTS

Obviously, Russian units should be brought across the river as quickly as possible before a quick night can leave them stranded on the east bank. Almost nothing is more important than bringing the next three units across. The landing area should be as free of interdiction as possible. Once landed, the 4-6-4s should not be wasted in attacks, but committed to defense. These units are simply too valuable on defense to be lost in attack. Resist the urge to kill a German unit if it means moving a 4-6-4 out of

a +9 defense position. If you must attack to save a crucial area, use armor or infiltration. I like to land the 6-7-4 on the fourth Russian impulse near the Little Mushroom to head my attack force (which can then reach 13 factors with seven units) and free the 5-4-4 for counterattacks elsewhere. Land the Engineer where he can do some good by entrenching immediately. On the 16th and 17th, when you have four units available, consider leaving the fourth behind for the following day if you have other pressing needs for your night impulses. Never underestimate the value of a breakthrough on either flank. The ability to land three units per turn free of interdiction can be a game winner if the German has taken Mamayev Kurgan. Lastly, remember that river traffic can move east also. Sending units back across the Volga is often the fastest way (or the only way) to get them to the opposite end of the board, and when coupled with Regrouping disrupted units can be downright efficient.

THE ADVANTAGE

Another major, John Berry, in critiquing *TURNING POINT* as a simulation (Vol. 26, No. 2) panned the Advantage rule as being too unrealistic. I saw merit in virtually all of his criticisms except this one. From both a realism and gaming viewpoint, the Advantage rule is inescapably bound into the very essence of this game. Without it, the game would never have been designed. In its first incarnation in *STORM OVER ARNHEM*, the Advantage rule tended to be overused by players who traded it back and forth indiscriminately to negate poor dice rolls. Better players realized that one of its best uses was simply to deny it to the enemy. In *TURNING POINT*, I went a step further and forbade its use again in the same day it was acquired. Now a German who can overcome the temptation to use it until the last day is guaranteed that it can't be used against him. In essence he can have his cake and eat it too. Despite that, it is the rare game that the German holds onto it that long. Having gotten the advantage, the Russian should follow the same advice . . . hold it for use on the 19th. Hold onto it if at all possible; it is more important than any single unit. The ability to reset any day or night and thereby overcome a stroke of bad luck is incredibly valuable. As the Russian I will rarely attack with my Little Mushroom force without the Advantage, but more important than safeguarding this kill group is the ability to prevent the German from resetting the clock on the final day. Having ignored my own advice on this subject more times than I can count, I will say no more.

Except to point out that Bruce Degi has now seen a Russian win.



For those readers who may be unfamiliar with the Expansion Kit for *TURNING POINT: STALINGRAD*, it consists of another sheet of counters, allowing the game to be extended until 14 November 1942. No additional rules or other components are required, although players should be advised that extending the game does demand a greater commitment in terms of playing time. The Expansion Kit for TP:S is available for \$6.00 (plus the usual postage and handling; Maryland residents please add 5% state sales tax) direct from The Avalon Hill Game Company.

BACK ISSUES

Only the following back issues of *The GENERAL* remain in stock; price is \$4.00 per issue (plus the usual shipping and handling charges). Due to the low quantities of some back issues, if ordering, please specify alternative selections. Below is a listing of each in-stock back issue by subject matter; game abbreviations are italicized and standard (a partial listing may be found on the "Opponent's Wanted" form on the insert of this issue). Type of article is indicated by the following abbreviations: H—Historical, DN—Designer's Notes, V—Variant, SR—Series Replay, S—Strategy, Q—Questions, P—PBM (postal), Sc—Scenarios, A—Analytical. The featured game for each issue is always the first one listed. Those printed in red indicate one-color reprints of previously out-of-stock issues.



- 14-5: SL—H, A, DN, Q; WS&IM—A; TRC—S; MD—S; SST—S; 3R—S
 17-4: FE—S, P, DN, V; MD—V, Q; COI—SR; VITP—S; 1776—Sc; WO—A; SST—V; NAP—S
 17-5: CM—S, V, Q; RW—V; SL—V; STAL—V; PL—S; 3R—S, SR; CAE—V; KM—S; MR—S
 17-6: STAL—S; WS&IM—V, Sc; WAS—V; 3R—SR; SL—S; TLD—Q; CL—S; VITP—S; TRC—S
 18-1: FITW—A, Q; BIS—S; SL—S; DUNE—V; DIP—S; AK—A; PB—SR; AL—S; W&P—S
 18-2: AF—A, Sc, Q; AK—V; 3R—DN; TB—V; SL—S, Sc; AIW—V; VITP—S; DIP—S; DD—S
 18-3: GOA—S, DN, V, Q; AOC—V, Sc; AK—S; VITP—V; SL—S, Sc; WS&IM—SR, P; DIP—S
 18-4: GL—H, V, A, Q; SL—Sc, A; LW—V; W&P—SR; AOC—S, P; FE—V; WAS—S; AK—S
 18-5: 3R—S, A, V, DN, Q; SL—S, A, Sc; TRC—V; TB—V; RW—V; CL—A; DUNE—V
 18-6: FT—A, Sc, V, DN; VITP—V, Q; MD—S, Q; SOTN—A, Q; SUB—Sc; BL—V
 19-1: SOA—A, V, DN, SR, Q; TLD—A, Q; 3R—S, Q; DWTK—DN; TB—A
 19-2: BB—H, Sc, S, DN; TLD—A, Q; SL—V; 3R—S; SOA—SR
 19-3: GSL—A, Sc, V, SR, Q; DIP—A; RW—Sc; GE—V; 1776—Sc; LRT—V, Q; SL—A
 19-5: SON—A, S, H, Q; W&P—S, Q; DIP—A; WAT—V; WS&IM—Sc; SL—A
 19-6: VITP—PBM, SR; 3R—V, Q; DIP—A; FT—V; BIS—V; NW—A; SL—A, Sc; SUB—V, Sc
 20-1: GI—S, A, DN, V, Q; VITP—SR
 20-2: TT—A, DN, S, Q; MR—V; LRH—A; SL—Sc; W&P—V; GOA—S, Q; DIP—A; PL—V
 20-3: FRED—S, V, Sc, Q; PB—A; 1776—Sc; DWTK—S, V, Q; DIP—A; CON—V, S
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 20-6: B-17—A, V, SR, Q; AF—V; LW—S; DL—S; FE—S; DIP—A; MD—S; BR—SR; GOA—Sc; SL—A; PL—Q
 21-1: UF—S, A, SR, DN, Q; SOA—S; GI—H, S; TRC—S; DD—S
 21-2: NAB—S, DN; W&P—S, A, Q; NAP—S, Q; DIP—A; FR—S; FE—S; 3R—S; BFI—S; 1776—S; SL—A
 21-4: PGG—S, SR; PB—A; 3R—S; TRC—S, V, Q; DIP—A; STAL—V, S; SL—Sc; PK—Q
 21-5: HW—S, V, A; MR—S, Q; OR—A; DIP—A; 3R—A; RB—S; CON—V; CIV—S; SL—A
 21-6: FP—H, V, SR; AIW—S, Sc; BL—V; TAC—V, Q; SL—A; PK—Q
 22-1: PAA—A, S, Q; TB—A, V; DWTK—DN; TR—V; GSL—PBM; DIP—A; AOC—S; WAS—S, Q; AK—V; CIV—S; 3R—S, Q
 22-2: BANZ—A, SR, Q; FT—A, S; SUB—Sc; VITP—S, Q; AK—Q
 22-3: PB—SR; PL—Sc, V, Q; SOA—S; 3R—V; DIP—A; CIV—A; UF—Sc, Q; AIW—S; GOA—A, Q; TLD—A
 22-4: RF—A, V, S; TRC—V; PK—S, Q; DIP—A; 3R—V; SUB—V; PPG—S
 22-5: DEV—S, A, Q; GSL—Sc; BR—S; DIP—PBM, A; SC—V; FITG—A; ASL—Sc, Q
 22-6: ASL—A, Sc, DN, Q; FP—Sc; FE—S, Q; WAS—A; DIP—A; SL—S; TLD—S
 23-1: FL—A, V; DL—V; B-17—V, DN; HW—S, Q; VITP—V; 3R—S; TT—V; LW—V; SST—V; RW—V
 23-2: ASL—A, S, Sc, Q; BV—SR; UF—S; DIP—A; PL—A
 23-3: SUB—V, Sc; ASL—S, Sc; BV—SR; HW—V; BL—V, Q; BB—A
 23-4: EIA—S, DN; W&P—V, S; WS&IM—Sc; SC—V; NAP—S; YS—S; 3R—S, Q
 23-5: KOTA—DN, Sc, Q; WAT—V; B-17—V, Q; 3R—S; RW—V; ASL—S, Sc; VITP—S
 23-6: 1830—DN, S, V, Q; FP—Sc; RB—S; DEV—PBM; CIV—S; MR—S
 25-3: PAT—S, H, V, Sc; TPS—N; AK—V; 3R—Sc, Q; ASL—S; PGG—PBM; PB—A; UF—V; SOA—V; PL—S; BB—S
 25-4: EIS—S, H, V, Q; WS&IM—V, P, Sc; EIA—V, Q; VITP—S; NB—DN; 1776—V
 25-5: GE'88—SR, V, H, Q; 1776—S; ASL—H, Sc; FP—Sc; RB—V; OS—V; DEV—S; GOA—DN, Q; W&P—S, Q; BR—DN
 25-6: ASL—H, S, V, A, Sc, Q; PAA—S; RSN—V; UF—S; FP—Sc
 26-1: MOV—S, DN, V, SR, Q; DE—V; DUNE—V; DLW—S; KM—S; SC—S; ASL—A, Q; KR—V, Q; ROR—DN; CIV—V
 26-2: TPS—S, DN, SR, Q; PB—Sc; ASL—H, A, Sc; 3R—S, Q; HW—S, Q; UF—V; RF—S
 26-3: MBT—H, S, SR, Q; FL—V, Sc; FP—Sc; ACQ—S; TAC AIR—S
 26-4: SOJ—H, DN, S, Q; KM—V; TT—V; CIV—S; DIP—S; MR—A; ASL—A
 26-5: UF—S, V, SR; AF—V; FT—Sc; B-17—V; FP—V; ASL—H, Sc, Q
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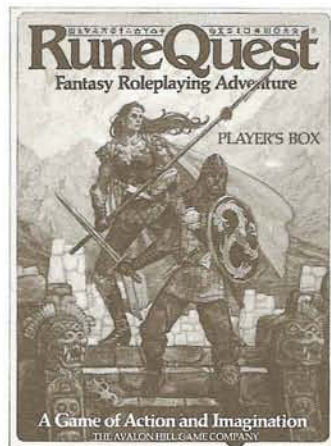
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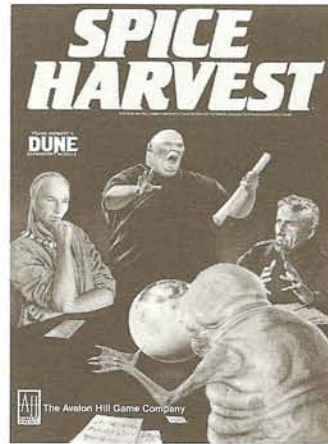
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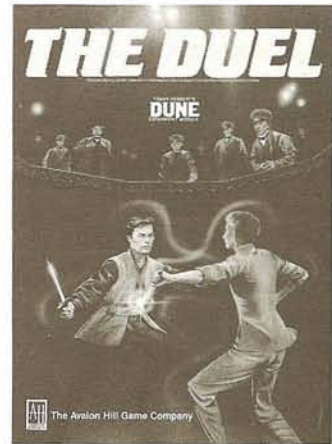


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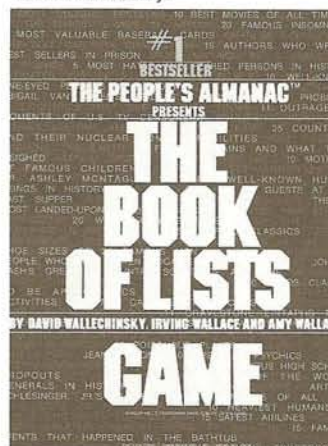
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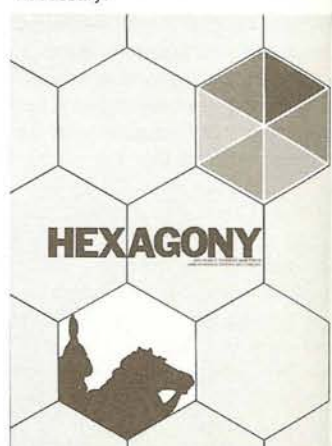
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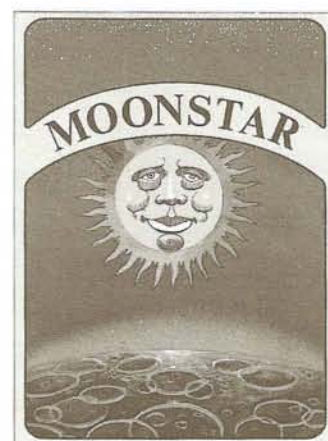
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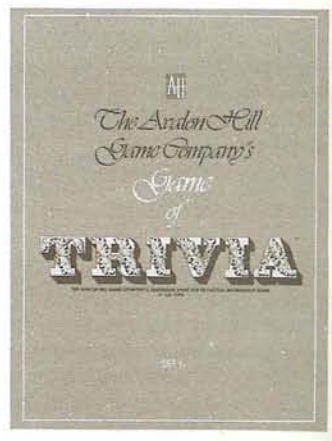
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12 year ASL veterans challenge any serious opponents with guts, to fight until you drop. ASL sessions in Tampa, FL area. Evan Sherry, 503 Manatee Dr., Ruskin, FL 33570.

Pontevedria is a monthly listing of North American amateur postal game offerings for DIP, its variants and other games. Send a SASE to: Phil Reynolds, 2896 Oak St., Sarasota, FL 34237.

I would like to play PL; new to area—but I have 50 scenarios. I need a PL opponent. Danny Price, 950 Mt. Vernon Rd., Tunnel Hill, GA 30755, (404) 673-6731.

Magic Realm PBM! Have 5 players—want more! Never too late to join. Beginners welcome also. C. Young, 13748 Hooli Circle, Pearl City, HI 96782-1927.

Wanted opponents for FTF of FT/BRIT! Bill J. Deneen, 12408 Maple Ave., Blue Island, IL 60406-1526, (708) 385-0203.

Why was Col. Klink afraid of the "Russian Front"? Find out for yourself! Seek PBM/FTF opponents for TPS and/or RF. Jerry Davis, 1310 W. Lunt, Apt. 309, Chicago, IL 60626, (312) 274-1746.

Windy City Wargamers meet five times a month, five different locations. Sauk Village, N. Chicago, S. Chicago, Wrigleyville, Oaklawn. North: Rich 894-3059, South: Louis Tokarz, 5724 W. 106th, Chicago Ridge, IL 60415, 857-7060.

West Northwest suburbs, adult novice will play anyone FTF; been 12 yrs. serious play for fun, WS&M, PB, Star Troopers, 3R, Submarine, learn others. Dave DiJulio, 2300 Bayside Dr., Pacatline, IL 60067, (708) 577-6871.

WAT, BB'81, DD, DEV, GE'88, BR. Douglas Gardner, 15 Sartoga Ct., So. Elgin, IL 60177, 742-6390.

Getting back into gaming after five years, want non-competitive, Un-Rated PBM for AK, AZ, BL, BB, DD, STAL, Darren Breidigan 1317 Hymelia Ave., Metairie, LA 70003, (504) 733-5462.

Wanted opponents for FTF or PBM 3R, W&P, MD, AK, PK, NP. Will travel to play a game in Louisiana, Ricci Moran, P.O. Box 1065, Ruston, LA 71273, (318) 251-9038.

Expansion bechons! On eve of 20th consecutive season, Avalon Hill's Football Strategy League looking for local players for 16 game season. D. Greenwood, 1541 Redfield Rd., Bel Air, MD 21014, 893-0380.

Taking all AREA Non-Area PBM, FTF 3R, TRC, RF, TPS opponents. Using honor system. Willing to risk it? Try me! David A. Inasley, Cambridge, MD 21613, (301) 228-9018.

Wanted: GOA Campaign Game opponents, either FTF or at AvalonCon this summer. Use 3rd edition rules, you pick sides. Rob Beyma, 109 Brentwood Cir., Pocomoke, MD 21851, 957-3541.

DIP players—play DIP by mail with the 'zine PROTOCOL or by computer and modem with its pleasant counterpart, ELECTRONIC PROTOCOL. Eric Klrem, 1 Sinni Circle, B10, Chelmsford, MA 01824, work—(508) 663-5480, home—(508) 250-0820.

Novice seeks PBM opponent for BL. Craig J. McCaul, 4608 Greenacre Drive, Kalamazoo, MI 49009, (616) 349-8073.

Any gamers in MPLA area? Willing to travel. I play ASL, MBT, TLD and others. Dan Reed, 701 NE 8th St., Buffalo, MN 55313, (612) 682-2990.

Too many "Monster" games has dulled my SENSE! Vacationing Russian peasant seeks FTF only for: Tobruk, Speed Circuit, AIW. Mike Riley, 3152 34th Ave S., Minneapolis, MN 55406, (612) 721-2319.

Seeking gamers for special non-tournament TP:S event at AvalonCon. Contact: Ken Kloby, 61 Parkway, Maywood, NJ 07607, (201) 368-2793.

Looking for opponents to join small group in Trenton area. We play: CIV, EIA, FE, PAA, 3R, W&P, 1776, Fred. Aaron E. Smith, 1345 S. Olden Ave., Trenton, NJ 08610, (609) 396-8686.

FTF, PBM wanted in Las Vegas area; CIV, DIP, GOA, HW, TRC, RF, 3R Pacific War. Dennis Clark, P.O. Box 85321, Las Vegas, NV 89185.

Opponents wanted for FTF UF, DEV, TPS, GL, SOA and others. Joe Fuest, 2486 Chuck Road, Attica, NY 14011, (716) 591-2659.

Opponents wanted. I own over 200 titles including ASL, ROR, CIV, KM, TRC, 3R, TT, VITP, W&P, WSIM, DIP and NW. Sean McKenzie, 7022 Ridge Blvd., Apt. 4C, Brooklyn, NY 11209, (718) 680-5249.

Queens resident looking for NYC area opponents for serious, FTF FL, AF, UF, WSIM, RW and other games. Adults, please. David Angus, 98-17 H. H. Expwy., #8-C, Corona, NY 11368, (718) 271-4428.

ASL players in NYC? Long Island? How about Red Barricades. I need you! Jonathan Nywesra, 35-22 191 Street, Queens, NY 11358, (718) 461-6588.

Looking for SOA and CASS opponents for AvalonCon. We can play the SOA variant. For CASS we'll go the distance. John P. Caccioppoli, 1874 Putnam Avenue, Ridgewood, NY 11385, (718) 821-8426.

Piedmont Area Wargamers can put you in touch with a variety of gamers in the Piedmont region of NC. Contact: Raymond Woloszyn, 7162 Mantlewood Ln., Kernersville, NC 27284, (919) 996-5677.

UF, SL, AK, ANZ, MD, VITP, Fleet Series in Eastern NC? Experienced adult gamer will play anything FTF! Tom Blake, 4202 Terrorts Cir., Winterville, NC 28590, (919) 756-3624.

FTF GE'77, JUT, FRED. FTF or PBM TRC, STAL, VITP, WSIM. James J. Scott, 5741 Kroegermont Dr., Cincinnati, OH 45239, (513) 923-1684.

Beginning adult gamer in North Central OH area willing to take his lumps; seeks FTF opponents for BB, SOA, CASS, STAL. John Simatacolos, 25 Cedargate Court, Galion, OH 44833, (419) 462-5883.

Looking for Rated PBM or PBEM on GENIE. TPS, PGG and any VG games. Willing to learn others. Ken Mikolaj, 5603 Snow Rd., Parma, OH 44129, (216) 884-4921.

10 ASL'ers in OKC/Tulsa Metro! More players in our state? For fun & future OK State Championship. Novice welcome. Call or write: John H. Farris, P.O. Box 547, Norman, OK 73070, /Home/ (405) 799-8691, /Office/ (405) 364-3300.

Seeking occasional 3R FTF 4th edition opponents in greater OKC area. John Michalski, Box 60665, Okla City, OK 73146.

Need opponents for ASL FTF or PBM need system. Anyone on South coast or Eugene area? Keith Todd, P.O. Box 644, Reedsport, OR 97467, 271-4628.

Join Penn-Jersey Gamers! We meet monthly near Phila. All games, no role-playing. Newsletter, tournaments and raffle. Send SASE to: Jim Vroom, 2290 Galloway Rd., A-23, Bensalem, PA 19020.

Average adult gamer seeks FTF and possibly PBM opponents for ASL, BB, AIW, PL and other AH titles. Have large game collection. Paul Ledakowich, 3620 New Hampshire Ave., Easton, PA 18042, (215) 250-2795.

28 year old seeks FTF opponents for ASL, 3R and FT. James M. Matz, 435 Abbeyville Rd., Apt. #10, Pittsburgh, PA 15228, (412) 831-3605.

FTF opponents wanted for VITP, WAS, SOA, KOTA and RW. Willing to learn new games, including sports games. All replies answered. Bob Kondracki, 237 N. 6th St., Reading, PA 19601, (215) 375-9197.

Opponents wanted for FTF ASL and VG Fleet series. Willing to travel; also desire PBM AK. Tom Wenck, 219 Mariners Row, Columbia, SC 29212, (803) 781-9798.

Wanted opponents for FTF ASL, SL and other WWII games in Charleston or Cola area. Will travel reasonable distance. Eric Poplin, 1978 Blythehood Ct., Mt. Pleasant, SC 29464, (803) 881-5573.

ASL'ers in East Tennessee UNITE! Join E.T. Tacticians. Meeting in Jefferson City every 2nd Sunday. For all ASL'ers in E.T. Tim Deane, 720 Carolyn Dr., Jefferson City, TN 37760, 475-9286.

EIA Campaign PBM. Simo' move and combat. Send SASE for details. Lance Jones, 3095 Robbington, Memphis, TN 38128.

New gamer seeking a challenge AREA 1500 DD, GE'88, BR, WSIM, STAL, BB, WAT, MD, DEV, 1776, AK, PBM/FTF. Asher Gaylord-Ross, 196 Forestwood Dr., Nashville, TN 37209, (615) 356-0945.

The Washington Gamers meet twice monthly. Join and get our newsletter of articles, notices and ads—1 year (6 issues). Dennis Wang, 2200 Huntington Ave., Alexandria, VA 22303, (703) 960-1259.

Retired Army Lt. Col. AREA 1200 seeks PBM AK, BB, FE, PB and TRC opponents. Also FTF Napoleonic Board/Miniature gamers. Sam Wilson, Jr., 8925 Park Forest Drive, Springfield, VA 22152, (703) 569-2056.

ASL, CM, CIV, FL, MR, MOV, 3R, TT, UF and WSIM. John Walker, 4408 Lindenwood Ct., Virginia Beach, VA 23456, (804) 431-8549.

Help form club in Tri-City area. War and Sports games. Lets get together for better competition, if interested contact: Wayne Vertz, 6129 W. Willamette Ave., Kennewick, WA 99336, (509) 735-4487.

PBM or FTF wanted for CIV, PB, PL or possibly others. 30 year old family man. Novice. Randy Tober, 26820 137th Pl SE, Kent, WA 98042, (206) 630-3164.

AREA Rated 1500 Prov seeks PBM opponents for WSIM, AF. Looking for FTF players in Seattle area. Troy Roper, 8010 118th Ct. NE., Kirkland, WA 98033, (206) 828-0652.

Want to play for fun almost anything FTF one night per week. Can leave games set up. Any clubs here? Jim Mitchell, 1702 SE Oxford St., Richland, WA 99352, (509) 627-1469.

Adult seeks opponent for GE, ASL, TLD, LRT, PB, PL, TRC, SOA, 3R and many more. Call any time. Joey Sabin, 8521 Zircon Drive S.W., #D66, Tacoma, WA 98498, (206) 581-0103.

Fox Valley Gamers meet on the 2nd and 4th Saturday of each month. New members welcome! Newsletter! For information contact: William

Jacobsen, 1309 Liberty Ct., Neenah, WI 54956, (414) 722-6187.

ASL enthusiast in B.C. Canada, looking for experienced opponent. Will try PBM. Rene K.B. Hunker, #1302 E. 37 Ave., Vancouver, B.C. V5W-1G5, 322-6698.

Newly formed Kingston Wargamers Assoc. seeks opponent-clubs for Non-Area, club-level, team-effort PBM DIP game that we'll be running soon. Send SASE: The KWA, c/o 545 Bagot St., Kingston, Ontario, Canada K7K 3E1, (613) 542-2091.

AF, DL, FT, 3R, in order of preference. Denis Rufiange, 92 Belanger, Lasalle, Quebec, Canada H8R 3K6, (514) 366-6672.

AREA Rated player (1500 verified), is looking for PB/PL games. Send scenario list with rules. All replies answered. Jeff Wolff, P.O. Box 343, Willow Bunch, SK, Canada S0H 4K0, (306) 473-2222.

Hey Yankee! Experienced Brazilian players want opponents to PBM. I bet you lose! Need system. All letters answered. EIA, FE, GOA, RF, W&P, WSIM, 3R. Nedilson Jorge, SQN 307, "B" ap 301, Brasilia, DE 70746, (0055) (61) 347-2532, Country: Brasil).

Looking for serious adult FTF in Wuerzburg, Germany. Play AREA (1600 Verified) or Unrated. Have 3R, PK, FE and more. Terence Zuber, Kant Str 35, 87 Wuerzburg, Germany, 0931 883675.

Eager beginner seeking rated PBM gamers for SL. May talk about RPGs, too. All letters answered. Mitsuhiro Abe, 8-12-719, Hikirigaoka 3-chome, Nerima-ku, Tokyo 179, Japan, (03) 976-8230.

30-year old seeks FTF opponents for ASL, TLD, 6th FLT, 7th FLT, 2nd FLT. Has anyone devised a good PBM system for ASL? Pascal Stalder, Rue Jean Lecomte 3, 1422 Grandson, Switzerland, (024) 242165.

AVALONCON

ROOMMATE WANTED for AvalonCon. Am male, age 26, Non-smoker only. Jerry Ingersoll, 204 Westbrook, Hot Springs, AR 71901; (501) 623-5404.

ROOMMATE WANTED for AvalonCon. Am male, age 31. Non-smoker only. Tony Strong, 1027 East 7th Street #5, Long Beach, CA 90813; (213) 591-0423.

ROOMMATES WANTED for AvalonCon. Atlanta Boardgame Club, P.O. Box 13403, Atlanta, GA 30324; (404) 233-7827.

TEAMMATES WANTED for AvalonCon. Tony Strong, 1027 East 7th Street #5, Long Beach, CA 90813; (213) 591-0423. Personal Game Preferences: BRITANNIA & CIVILIZATION.

THE QUESTION BOX

TURNING POINT: STALINGRAD

8.12 If a unit makes an Overrun attack, can it leave the now vacant area and re-enter it in the same impulse?

A. Yes, but other units which did not participate in the Overrun cannot.

8.352F Does the DV modifier for German attacks made after September 26th apply even if the attack is an air or artillery attack?

A. No.

10.4 If an artillery observer enters an enemy-occupied area, does it suffer disruption along with accompanying combat units due to the attack?

A. Artillery which enters an enemy-occupied area does not suffer Disruption as a result of the attack of accompanying combat units; it is spent for one day only due to movement.

14.6 If an Engineer enters an enemy-occupied Area and makes an Overrun attack versus the rubble therein, can other forces which started with the Engineer also enter the same Area and attack it in the same impulse?

A. Yes.

14.6B If an Engineer enters a vacant enemy-controlled Area containing rubble, does the +1 Rubble DV modifier for "enemy-controlled" apply to the entering Engineer's rubble removal attack?

A. No; at that point the Area is no longer "enemy-controlled".

14.6E Is the Rubble DV modifier for Russian artillery always "+1"?

A. No... it increases as the Russian artillery strength increases.

14.6E & 15.3 Can Russian artillery be used to supplement the Rubble DV in an Area containing no Russian units?

A. No.

KREMLIN

Q. Can a Politician purge himself, or place himself under suspicion, or put himself on trial?

A. No.

Q. If the Foreign Minister has no declared IP and his first nomination for Party Chief (the oldest eligible Politician who votes against the nomination) fails, does he nominate the oldest eligible Politician who votes against the nomination?

A. Yes.

Q. In the *REVOLUTION* variant, if a historical Politician dies from old age or retires, does his Replacement appear in the People?

A. Yes.

SHELL SHOCK Two-Player *AMBUSH*

\$35.00

With but seven responses to the rating survey, not too many conclusions about the worth of *SHELL SHOCK* can be drawn. The low sample base may also help explain the rather poor showing (notably in terms of Overall Value, Rulebook and Completeness) in comparison with its *AMBUSH* brethren. With so few, one or two high-valued responses have a great impact on the final average. This is the primary reason why we do not now list any evaluation of a title with less than 50 responses on the continuing RBG Chart, and why the sample base for each is shown on that chart. Opinions on the design and artistic elements of any wargame are subjective; only by blending the views of a wide variety of gamers can any approach to objectivity be claimed.

Perhaps the only entry in the values presented for *SHELL SHOCK* that can have any validity might be that for "Game Length". The collective judgement by the seven responding tends to bear out my own observations. And it is remarkably similar to the "Game Length" values for *FIREPOWER*, another man-to-man two-player wargame. However, if the reader-generated "Complexity" ratings are to be taken as reliable (certainly a questionable assumption

Q. In the *REVOLUTION* variant, do Politicians in Siberia also age for each red cross on their card?

A. No.

ADVANCED SQUAD LEADER

A4.151 If a MMC enters a Location expending twice the normal MF in order to conduct an Infantry OVR, is Defensive First Fire versus it emanating from some other Location conducted before or after the SMC enters an Accessible Location? Before or after the Infantry CC attack (if any) is resolved?

A. After. Before.

A4.63 May a Dashing unit expend an extra MF in the road Location (e.g., to Recover a SW) and still receive Dash benefits if it otherwise qualifies for them?

A. A Dashing unit may expend no MF in the road beyond the minimum required to enter it.

A18.2 & A25.22 May a Russian 8-0 or 8-1 generated by Leader Creation be exchanged for a Commissar?

A. No.

C1.6 May an Observer use a radio during the PFFPh and then during the MPh be moved by the vehicle he occupies? May this be done if he is Inherent in an OP tank?

A. No to both.

D9.31 If Infantry using Armored Assault breaks, does it still receive the +1 TEM for the vehicle if the latter remains in the Infantry's Location? If the AFV ends its MPh in Motion?

A. Yes. No (but note that Motion status does not apply until the end of the Vehicle MPh).

F.10 May an Inherent crew place vehicular smoke grenades into an adjacent Location? May such grenades be WP? If the crew fails such a placement attempt, may it still attempt to fire the vehicle's Smoke Dispenser in the same phase?

A. No to all—nor may the crew attempt to place smoke grenades in the same phase in which it has attempted (whether successfully or not) to fire its Smoke Dispenser.

FORTRESS EUROPA

Q. May Allied units move to a flooded port hex, such as Amsterdam, and evacuate out via sea movement (to England), all in the same move?

A. Yes.

Q. Can paratroopers, Rangers or commandos be used to fulfill the infantry unit requirement for repairing damaged ports/Mulberries?

A. No; this must be a regular infantry unit.

in the case of *SHELL SHOCK*), any similarity between the two games ends there. Needless-to-say, with but seven responses to draw upon, the RBG ratings for *SHELL SHOCK* (like that of several titles recently) will not appear on the continuing chart; for those who may be interested in this game, listed below are the ratings for this game, based on the limited reader-response to the survey:

Overall Value: 5.11

Components: 3.32

Map: 3.74

Counters: 2.95

Rulebook: 6.44

Complexity: 4.58

Completeness of Rules: 5.46

Playability: 3.82

Excitement Level: 3.04

Play Balance: 3.65

Authenticity: 3.89

Game Length (average): 15.45

Shortest: 1 hr., 51 mins.

Longest: 4 hrs., 36 mins.

Year: 1989

READERS BUYER'S GUIDE

The following games are ranked by their reader-generated overall Value rating. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where the title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that ratings take the form of a numerical value ranging from 1 to 9 (with "11" equalling "excellent" and "9" equalling "terrible"). However, the Game Length category is measured in multiples of ten minutes (thus, a rating of "18" equates to three hours). A "+" following the Year of release indicates that the game is continued or complemented by additional modules in successive years (for instance, the ratings for SL reflect the entire system—original game plus add-on modules). Game Type is broken down into three broad categories: SO=Solitaire; MP=Multi-Player; 2P=Two Player. Finally, it should be noted that a minimum requirement of 50 responses (see the "Sample Base") was judged necessary for a valid representation; additional titles that garner such will be added to the RBG in the future.

WARGAME RBG

Title	Overall Value	Components	Complexity	Completeness	Playability	Authenticity	Game Length	Year	Type	Sample Base
ADVANCED SL	1.80	1.77	9.25	2.11	3.44	2.04	33.02	1985+	2P	172
1830	1.85	2.00	3.88	2.72	2.04	3.20	24.52	1986	MP	50
CIVILIZATION	1.97	2.60	3.20	2.03	1.72	4.09	32.08	1982	MP	152
FLATTOP	2.00	2.47	3.61	3.12	3.56	1.76	43.96	1981	2P	95
EMPIRES IN ARMS	2.08	2.45	8.08	2.94	3.84	2.11	156.86	1986	MP	71
TP: STALINGRAD	2.10	2.14	3.42	3.56	2.23	2.94	30.00	1989	2P	61
UP FRONT	2.11	2.24	4.36	2.83	2.38	3.56	10.16	1983+	2P	126
RUSSIAN FRONT	2.12	2.33	5.32	2.88	2.67	2.40	40.16	1985	2P	113
KREMLIN	2.28	2.51	3.64	3.33	1.81	5.24	11.94	1988	MP	63
BRITANNIA	2.31	3.08	2.93	2.89	2.07	3.52	23.72	1987	MP	77
TAC AIR	2.38	2.39	5.02	2.91	2.77	2.72	33.65	1988	2P	88
GETTYSBURG	2.42	2.61	1.79	3.32	1.64	4.43	9.11	1988	2P	66
MERCHANT OF VENUS	2.50	2.42	3.38	2.46	2.23	3.53	15.42	1988	MP	79
VITP	2.55	3.12	2.56	3.32	1.91	5.56	21.09	1977	2P	183
RUSSIAN CAMPAIGN	2.60	3.35	3.85	3.10	2.28	4.22	35.44	1976	2P	220
ENEMY IN SIGHT	2.61	2.88	2.30	2.63	1.87	5.76	7.73	1988	MP	68
7th Fleet	2.62	2.77	6.47	2.96	3.04	3.16	38.01	1987	2P	50
CASSINO	2.68	2.71	4.43	2.75	2.32	2.63	23.67	1988	2P	52
DIPLOMACY	2.71	3.36	3.00	2.89	2.92	5.16	33.26	1976	MP	169
ST. NAZAIRE	2.72	2.56	4.01	3.12	2.80	2.52	18.92	1987	SO	98
FIREPOWER	2.76	3.03	6.42	3.63	3.76	2.88	15.48	1985	2P	94
STORM OVER ARNHEM	2.78	2.68	3.84	2.84	2.32	3.49	24.35	1981	2P	87
FLIGHT LEADER	2.79	2.20	4.62	3.00	2.77	3.20	10.18	1986	2P	76
BULL RUN	2.80	2.67	3.80	2.95	2.96	2.93	23.76	1983	2P	62
MBT	2.80	2.68	5.37	3.16	3.36	2.57	15.06	1989	2P	51
DEVIL'S DEN	2.81	2.85	5.04	2.99	3.52	2.61	24.58	1985	2P	60
B-17	2.83	2.87	2.93	2.83	2.00	3.33	8.82	1983	SO	192
SQUAD LEADER	2.84	2.11	8.05	3.68	4.27	3.00	21.37	1977+	2P	231
2nd Fleet	2.89	3.35	5.27	3.44	3.28	3.55	32.23	1986	2P	55
WSSJM	2.92	3.24	5.64	3.00	3.04	2.60	20.07	1975	2P	172
THIRD REICH	2.95	3.56	8.83	3.70	4.00	3.51	45.83	1981	MP	227
BULGE '81	2.96	3.11	4.21	3.24	2.92	3.19	28.02	1981	2P	155
PANZER LEADER	3.12	2.79	5.63	3.72	3.32	3.82	19.47	1974	2P	210
WAR & PEACE	3.13	3.44	4.55	3.68	2.95	3.15	36.80	1980	2P	138
TITAN	3.16	2.68	3.48	2.66	2.47	4.48	29.08	1982	MP	65
Civil War	3.20	3.69	6.95	3.92	4.17	3.58	46.96	1983	2P	112
DUNE	3.21	2.48	3.29	2.93	2.88	4.28	15.84	1979+	MP	87
MAGIC REALM	3.29	2.44	8.41	4.08	4.20	3.79	20.76	1979	MP	75
Battle Hymn	3.32	3.33	5.24	4.32	3.48	3.89	21.26	1986+	SO	51
NAVAL WAR	3.35	4.20	1.12	3.40	1.60	6.72	6.00	1983	MP	81
STARSHIP TROOPERS	3.36	3.12	4.84	3.32	3.20	3.12	16.37	1976	2P	110
KINGMAKER	3.39	3.21	5.65	4.48	3.49	4.63	27.98	1976	MP	141
PG GUDERIAN	3.40	3.24	5.44	3.20	3.28	3.32	22.87	1984	2P	90
PATTON'S BEST	3.43	3.22	4.16	4.23	3.25	3.87	14.13	1987	SO	109
GLADIATOR	3.44	3.36	3.89	3.32	2.56	3.20	8.69	1981	2P	56
CIRCUS MAXIMUS	3.47	3.60	3.28	3.39	2.64	3.26	11.70	1980	2P	91
6th Fleet	3.48	3.04	5.64	3.73	3.88	3.64	47.67	1985	2P	59
AIR FORCE	3.48	4.27	5.36	3.64	3.61	3.12	12.90	1980+	2P	76
ARAB-ISRAELI WARS	3.49	3.25	6.93	3.72	3.52	3.72	16.37	1977	2P	123
PANZERBLITZ	3.56	3.55	4.92	4.16	3.26	4.50	18.25	1970	2P	215
PA AFRICA	3.63	3.68	4.23	3.36	3.19	3.88	25.14	1981	2P	80
Pacific War	3.64	3.57	7.98	4.32	5.28	3.19	120.63	1986	2P	68
Pax Britannia	3.64	3.60	4.85	3.91	4.25	4.61	52.14	1985	MP	50
MIDWAY	3.65	4.48	2.80	3.16	2.43	4.52	21.10	1964	2P	130
DWTK	3.68	3.56	4.88	4.28	3.85	3.89	22.82	1981	MP	52
Ambush	3.68	4.08	4.94	4.40	3.91	4.61	19.69	1983+	SO	121
FORTRESS EUROPA	3.73	3.23	5.36	3.78	3.88	3.57	42.44	1980	2P	157
AFRIKA KORPS	3.77	4.43	2.20	2.84	1.88	5.40	21.44	1964	2P	167
HITLER'S WAR	3.80	3.89	4.20	4.25	3.44	4.68	34.79	1984	2P	78
WIZARD'S QUEST	3.82	3.07	2.11	2.94	2.15	4.92	20.92	1979	MP	85
Vietnam	3.89	3.35	8.60	3.83	5.26	3.75	90.86	1984	2P	60
WAR AT SEA	4.04	3.94	1.40	3.40	1.87	6.72	12.80	1976	2P	155
BLITZKRIEG	4.19	4.36	5.84	3.87	3.60	5.57	33.76	1965	2P	136
1776	4.25	3.64	5.28	3.88	3.24	4.40	26.30	1974	2P	154
D-DAY	4.32	4.73	3.56	3.45	2.91	5.08	27.16	1977	2P	125
RICHTHOFEN'S WAR	4.33	3.78	3.99	3.60	3.24	4.87	8.23	1983	2P	53
PANZERKRIEG	4.35	4.02	5.11	3.84	3.83	3.28	24.49	1973	2P	137
GUNS OF AUGUST	4.41	4.00	5.32	4.56	4.51	3.83	44.72	1981	2P	139
WATERLOO	4.44	4.48	2.24	3.08	2.21	5.55	17.99	1962	2P	104
Mosby's Raid	4.53	4.55	4.63	4.36	4.42	5.13	20.85	1985	SO	60
LUFTWAFFE	4.80	4.27	4.16	4.08	3.91	5.33	20.08	1971	2P	170

Surprisingly, Steve Swann's *ASL* piece took top honors among the offerings in Vol. 26, No. 5—at least in the view of the majority of readers responding to our survey. It even beat out Watney's fine article on the popular *UP FRONT* and the Series Replay on that game. Overall, the collective readership gave Vol. 26, No. 5 a thumbs up—a cumulative rating of 3.22. Based on a random sampling of 200 responses (with three points for a first-place mention, two for a second and one for a third), the articles rated as follows:

RED DEVILS	258
501 CITY-FIGHT-IN-FOUR	198
THE MORAL DIMENSION	191
SERIES REPLAY	156
BATTLES FOR THE SOUTH PACIFIC	106
OPERATION PORCUPINE	66
OVER THE FENCE	58
AH PHILOSOPHY	54
THE LONG CAMPAIGN	42
R.A.A.F.	18
SPORTS SPECIAL	15
COMPUTER CORNER	13
ODD MAN IN	11
AREA NEWS	9
COMING ATTRACTIONS	5

Kevin Kinsel has for some time been an active member of AREA, a fine gamer, and a fierce competitor. Now he has become a 'zine publisher. *D.O.G.S. of War* is a monthly publication, with a wide variety of subjects under its banner. Among the moderated postal games being reported upon in the two latest issues are *DIPLOMACY*, *BRITANNIA*, *WS&IM*, *MACHIAVELLI* and a "blind" game of *PANZER LEADER*. *D.O.G.S.* also serves as "house organ" for the club in Orange County of the same name, and news of their doings fills out its pages. Subscription rate for Kevin's effort is \$5.00 for 12 issues. Readers with questions about either the 'zine or the club should contact Mr. Kinsel (21561 Oakbrook, Mission Viejo, CA 92692).

The die-hard *ASL* players have often lamented the fact that there is no single compilation of "official" answers to their questions. Well, now—for a fee of \$1.00 to cover copying costs and a SASE for mailing—Rick Troha offers just such an aid. Taken (with permission) from the pages of *The GENERAL* and the *ASL Annual*, he has put all of the Q&As

Infiltrator's Report

concerning the game on disc and regularly produces high-quality updates. In addition, he adds those received in personal correspondence with Bob McNamara; so, some of this material is seeing print for the first time. In short, Rick's effort is a boon for *ASL*ers, regardless of their level of experience and expertise. More information on the "ASL Q&A" can be obtained from Mr. Troha (4485 Oak Circle, North Olmsted, OH 44070).

Also for the hard-core fans of *ASL* is a new amateur publication—*At The Point*. The offering of Marc Hanna, it is devoted exclusively to analysis of the play and tactics of that system. No scenarios are envisioned, and fanzine-style reportage will be kept to a minimum. The first issue carries the usual introductions, a look at AFV platoon movement by Bruce Bakken, some little known effects of rules by Mark Nixon, first impressions of *CODE OF BUSHIDO*, cavalry tactics by Kurt Martin, and the first half of a Series Replay of "The Bread Factory" (Scenario RB2). Along with letters and the occasional editorial, Mr. Hanna seeks to insure that the 'zine is a forum for those who are—or would be—experts. Judging by the initial effort, it looks to be a fine addition to the growing *ASL* hobby. Published 10 times a year, a subscription will be \$15 for US readers (\$16 Canadian/Mexican; \$20 overseas). More information on ATP can be obtained from Marc Hanna (718 Bounty Drive, #1820, Foster City, CA 94404).

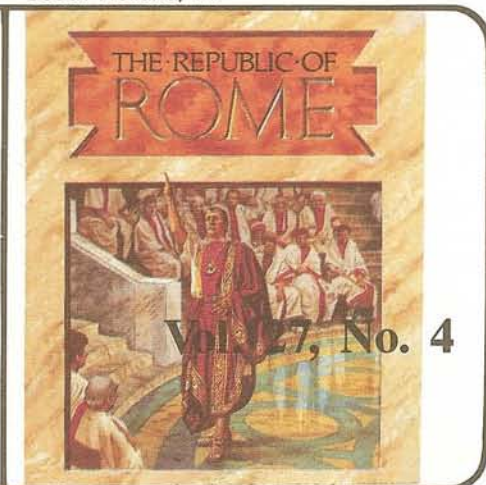
Recently, *DIPLOMACY WORLD*, the flagship 'zine of the *DIP* hobby in the United States, underwent a change of publishers. The new editor/publisher is David Hood (104-F Terrace Drive, Cary, NC 27511), an icon in the hobby's amateur press. Taking over from long-time editor Larry Peery, David brought a new look and fresh ideas to the venerable *DW*. The latest issue (#61) is very professional in appearance, displaying the best of desktop publishing, and reproduced on recycled newsprint. A larger type size and sleek format (chocked full with articles on strategy, variants, hobby news and ratings

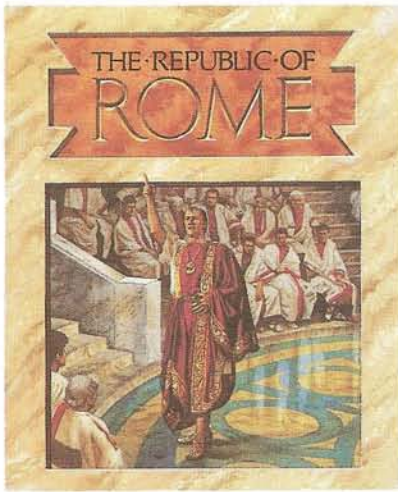
dealing with *DIPLOMACY*) makes it well worth the annual subscription price (\$10 per year for US subscribers, \$15 for Canadian) for four 32-page issues. Those interested in more information on *DW*, or the *DIPLOMACY* hobby in general, are urged to write Mr. Hood.

Congratulations are due to Wayne Oldaker, who won the Avalon Hill *FOOTBALL STRATEGY* League for the first time after 16 years as an "also-ran" coach. Oldaker's Raiders edged the Giants (Cliff Willis), who were thus denied the brass ring for the fourth time in as many trips to our Avalon Hill SuperBowl. Those in the Baltimore-Washington region interested in participating in the 28-team league next season are urged to contact the *de facto* commissioner Don Greenwood.

Northern Flame is "a magazine of postal *DIPLOMACY* and its variants, fantasy and science fiction, baseball, sports, scruples and just about whatever else Ye Olde Editor and his minions feel like inserting." "Ye Olde Editor" is Mr. Cal White (1 Turnberry Avenue, Toronto, Ontario M6N 1P6). This rather free-form Canadian 'zine has a lively and fascinating letters column, and serves as home to several international PBM *DIP* games. (The most recent issue announced openings in a new game, with nine-week deadlines using the British system of conditional builds, for which a Canadian and two German nationals had already signed up.) Subscriptions to the monthly *Northern Flame* are as free-form as the 'zine's contents: three cents per page plus postage, with \$10 (Canadian) recommended by the editor to begin. For more information, contact Mr. White by post or by phone (416-654-1722).

Contest #153, crafted just to see if you were paying attention, brought a slew of responses. As many of them were correct, we were reduced to the much-maligned "random drawing" to determine our ten winners. Each will receive a \$10 merchandise credit voucher: Alan Arvold, Des Plaines, IL; James Bennett, Overland Park, KS; Douglas Bloomer, Eugene, OR; Brian Carr, Charlottesville, VA; Pat Cook, Vallejo, CA; Kirk Crane, Las Vegas, NV; Tom Lavan, El Toro, CA; Gary Lee, Madison, WI; Briaux Philippe, Paris, France; Jeff Tabian, South Holland, IL.





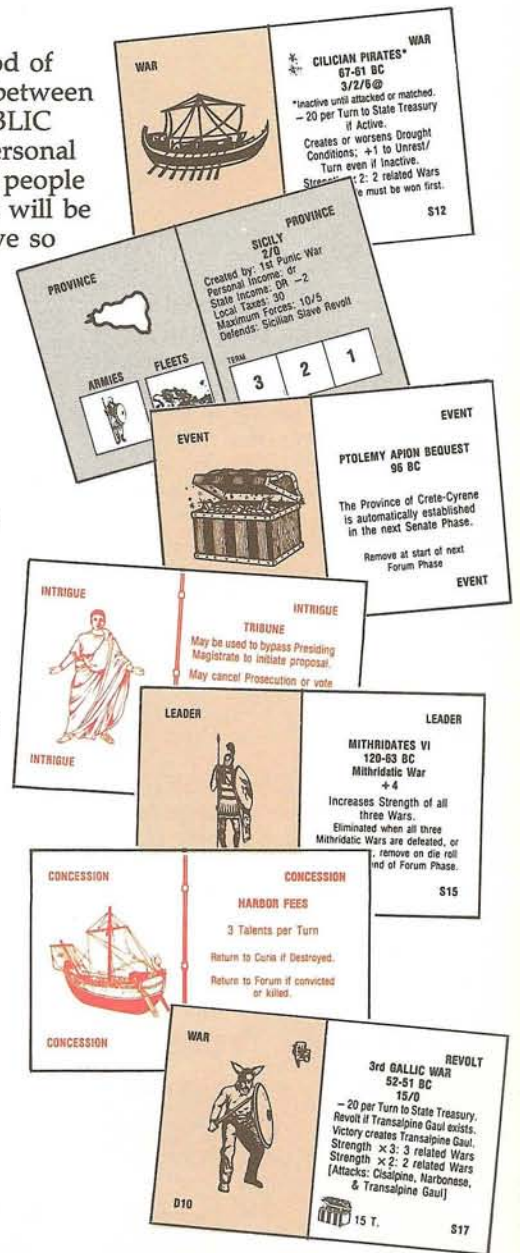
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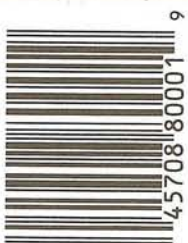
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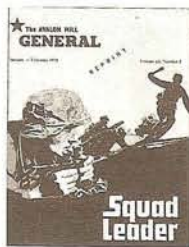
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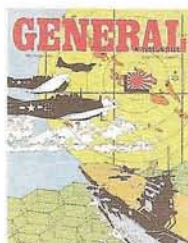
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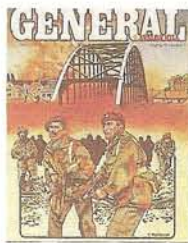
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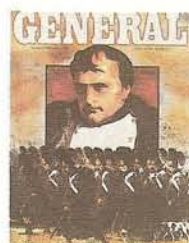
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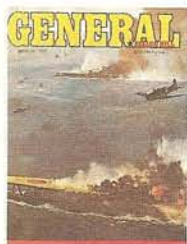
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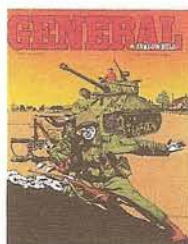
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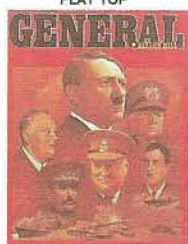
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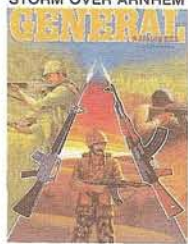
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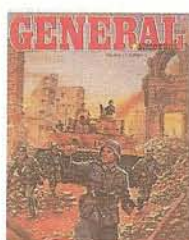
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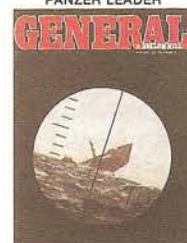
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GHOSTS IN THE RUBBLE



HISTORICAL ASL Scenario A



Southeast of The BARRIKADY, 31 October 1942: The last ferry-landing across the Volga was under German machinegun fire and the Russians were barely holding their positions in the rubble around *Krasny Oktyabr* and the *Barrikady* even as the anniversary of the October Revolution approached. Rather than waiting passively for the final blow, the Soviet "Army Military Council" ordered a counterattack on the exhausted enemy before they could muster their strength. The task of widening the Soviet "bridgehead" fell to elements of Lt. Colonel Vasili Sokolov's 45th Rifle Division, recently brought across the Volga to take position between the two great factory complexes. After a 30-minute barrage, the assault troops were to press forward and reach the railway line, bypassing enemy strongpoints and small pockets, leaving them to be mopped up by divisional reserves. The lead troops, drawn from the 253rd Rifle Regiment, were exhorted to advance "boldly and rapidly". On this All Hallow's Eve, Sokolov's men—the brick dust making them appear almost ghostly—scrambled forward, keeping close to the rolling barrage laid down by the big guns across the river.

MAP:



BALANCE:

- ★ Extend Game Length to 7½ Turns.
- ♣ Add 12 A-P Mine factors to German OB.

(Only those hexes numbered ≥ 38 on/east-of hexrow U are in play.)

VICTORY CONDITIONS: The Russians win if at game end they Control ≥ 6 more building/rubble/trench Locations than they lost (or than they started with if they lost none).

TURN RECORD CHART

♣ GERMAN [141] Sets Up First	1	2	3	4	5	6	7	END
★ RUSSIAN [124] Moves First								



Elements of Panzergrenadier Regiment 103, Panzer Division 14 [ELR: 4] set up on/west-of hexgrains CC38-Y40-Y45: {SAN: 3}



4 ² -6-8	4 ¹ -6-7	4-4-7	8-1	8-1	8-0	7-0	5-12	3-8	7 morale	Trench OVR, OBA: +4 Other: +2
3	6	5					2	5	7	2



Elements of the 253rd Rifle Regiment, 45th Rifle Division [ELR: 4] set up within four hexes of hex EE43: {SAN: 3}



4-5-8	4-4-7	5-2-7	2-4-8	8-2	8-1	7-0	6-12	4-10	2-8	7 morale	Trench OVR, OBA: +4 Other: +2
3	11	2	2						3	5	3

SPECIAL RULES:

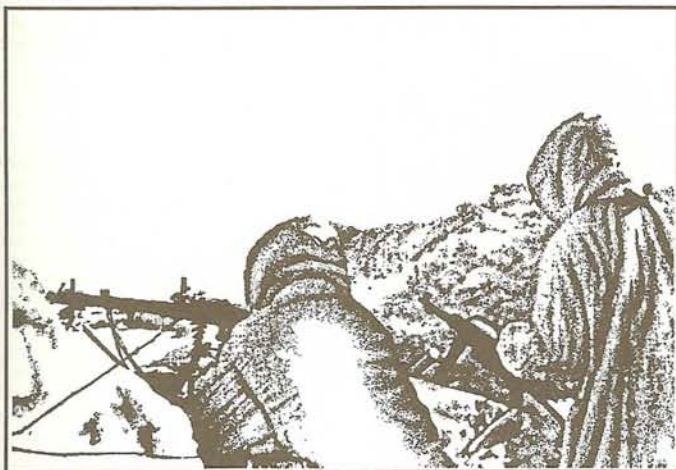
1. See RB SSR (found on the back of scenario RB5).
2. Each player may designate up to five Fortified Building Locations (B23.9). The German player (only) may instead substitute six A-P Mine factors for each Fortified Building Location he does not designate.
3. Despite not being the "Scenario Attacker", the Russians receive one 120+mm Creeping Barrage (E12.7) with an automatic black *initial* Battery Access draw (E12.72); the barrage Hex Grain must parallel the east edge of the map.
4. Only Locations in the allowed German setup area are German-Controlled; all others are Russian-Controlled.

AFTERMATH: In Chuikov's view, the counterattack was a great success. Despite horrendous casualties, in some places the Russians advanced a hundred yards or more. The decimated 253rd occupied the left side of *Novoselskaya* for its entire length, and gained a foothold in the western fringe of the industrial park. Meanwhile, elements of the 39th Guards Division had simultaneously retaken several rubble shops in the *Krasny Oktyabr* factory to the south. But more important than the ground gained was the fact that the Russians had shown that they could not only defend themselves but could indeed, even in such dire straits, successfully attack in the rubble city. The final blow, at the end of a month of bitter fighting in Stalingrad, had been delivered by the Red Army, not the Wehrmacht. This was the moral victory that Chuikov brought Stalin to celebrate the Revolution during Russia's grim struggle.

AVALANCHE!



ASL SCENARIO G12



VICTORY CONDITIONS: The first player to Control \geq three level-4 hexes on *each* board simultaneously at the end of any Game Turn wins immediately. Should neither player win in this manner, victory is awarded to the side that has amassed more Casualty VP at game end; a tie in CVP is considered a Russian win.

TURN RECORD CHART

SIMULTANEOUS Setup	1	2	3	4	5	6	7	8	9	10	END
First Move Randomly Determined (see SSR 3)											

South of NALCHIK, RUSSIA, 6 February 1943: On the 21st of August, troops of the 1st Mountain Division scaled the sides of 17000-foot Mount El'Brus. The unopposed action gave hope to the commanders of the German 17th Army, whose forces were waiting to break through the passes of the Caucasus and sweep on towards the Black Sea coast beyond. But, by dint of numbers and sacrifice, Soviet forces managed to halt the Gebirgsjaegers all along the northeastern slopes. In November, STAVKA launched a counteroffensive to drive the enemy from the Caucasus Mountains back across the Kerch Strait. Key would be control of the far end of those same passes the Germans desired. Even as the disaster at Stalingrad unfolded, German mountain troops and their Soviet counterparts fought innumerable small battles which seasawed across the ridges and slopes of the high range in horrific weather conditions. In the foothills of El'Brus itself, the struggle was for control of the various parallel ridge lines radiating from the massif. For almost three months the German 1st Mountain and the Russian 318th Mountain Rifle divisions were locked together. February 6th was a typical day, as simultaneous attacks on two ridges separated by a shallow valley were launched under grey skies.

BOARD CONFIGURATION:

BALANCE:

★ German player must set up first. First move is still determined by random dr.

☛ Russian player must set up first. First move is still determined by random dr.



9	
	91

Elements of Gebirgsjaeger Division 1 [ELR: 4] set up on board 9: {SAN: 4}

	4 ² -6-8	2-2-8	0-2	0-1	0-1	0-0	5-5-12	3-8	50 • [2-13]	30-1	
	15	2						4	3	2	24
	81* [2-60]	75* [2-60]	5 IS OVR, ODA: +4 Other: +2								
			12								

Elements of the 318th Mountain Rifle Division [ELR: 3] set up on board 15: {SAN: 2}

	6-2-8	4-4-7	2-3-7	2-2-8				4-10	2-8	50 • [3-20]	
	3	20	5	2				2	3	3	24
	76 [1-76]	5 IS OVR, ODA: +4 Other: +2									
	2	16									

SPECIAL RULES:

- EC are Ground Snow and Overcast, with no wind at start.
- Buildings and walls do not exist; all roads are Tracks (F9.1). Alpine Hill rules (B10.211) are in effect. Snow Drifts (E3.75) are in effect; place a Drift counter in each of the following hexes as per E3.751: 9D3, 9I4, 9Q5, 9R5, 9V2, 9DD2, 15H2, 15L3, 15O3, 15U2, 15V6, 15BB5.
- Setup is simultaneous. Stand an extra board across the playing area so neither player may see the other's setup. When both sides have finished setting up, a random dr made by each player (and modified by adding his side's ELR) determines which will move first; the player with the higher Final dr moves first.
- Both sides are ski-capable (E4.2), have Winter Camouflage (E3.712), and are considered Commandos for Stealth (A11.17) and Climbing (B11.433) purposes.

5. The resolution of each attack emanating-from/resolved-in a hill hex that contains a Drift counter must involve a third die. If the result on the third die is "6", an avalanche has been triggered. Move the Drift counter to the nearest lower elevation hex (in the event of equidistant lower elevation hexes, determine the one affected randomly). All units/SW/Guns/Fortifications in the hex to which the Drift is moved are immediately eliminated.

AFTERMATH: For seven hours, from dawn to dusk, the mountain troops fought for control of the two ridgelines. Amid the occasional snow squall, the confused fighting brought neither side an advantage—until a small avalanche triggered by a sniper swept away a Soviet machinegun nest and the belt of mines it was covering. With this break in the defenses, the Gebirgsjaegers were able to gain a foothold on the opposing slope. But, despite heroic efforts, they were unable to expand it as additional Russian reinforcements poured into the area. However, decisions being made far to the west made such heroism irrelevant. The same day, a general withdrawal by Army Group A from the Caucasus to the Taman Peninsula had been authorized. A few days later the 1st Gebirgsjaeger Division would begin the long retreat back to Germany from its "high-water mark" on the slopes of Mount El'Brus.

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are always in vogue—be the subject books, television, shows, movies or even games. The public seems never to tire of seeing how its favorite way of spending their leisure time stacks up against the competition. So, to cater further to your whims (and to satisfy our own curiosity), this is *The GENERAL's* version of the gamer's top ten. From the responses to this form the editors produce the regular column "So That's What You've Been Playing" found elsewhere in this issue.

We aren't asking you to subjectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or fewer) games which you've spent the most time playing since you received your last issue of *The GENERAL*. With the collation of these responses, we can generate a consensus list of what's being played by our readership. This list can serve both as a guide for us (for coverage in these pages) and others (convention organizers spring instantly to mind). The degree of correlation between this listing, the Best Sellers Lists, and the RBG should prove extremely interesting.

Feel free to list any game of any sort regardless of manufacturer. There will be, of course, a built-in bias to the survey since the readers all play Avalon Hill games to some extent; but it should be no more prevalent than similar projects undertaken by other periodicals with special-interest based circulation. The amount to which this bias affects the final outcome will be left to the individual's own evaluation.

1. _____
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4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.

Advanced Squad Leader—ASL, Afrika Korps—AK, Air Force—AF, Anzio—AZ, Blitzkrieg—BL, Britannia—BRIT, Battle Of The Bulge—BB, Bull Run—BR, Circus Maximus—CM, Civilization—CIV, D-Day—DD, Devil's Den—DEV, Diplomacy—DIP, Empires in Arms—EIA, Enemy in Sight—EIS, Firepower—FP, Flat Top—FT, Flight Leader—FL, Gettysburg—GE, Gladiator—GL, Hitler's War—HW, Kremlin—KR, Kingmaker—KM, Knights of the Air—KOTA, The Longest Day—TLD, Luftwaffe—LW, Magic Realm—MR, Merchant of Venus—MOV, Midway—MD, Napoleon's Battles—NB, Naval War—NAV, New World—NW, PanzerArmee Afrika—PAA, Panzerblitz—PB, PanzerGruppe Guderian—PGG, Panzerkrieg—PK, Panzer Leader—PL, Rail Baron—RB, Republic of Rome—ROR, Richthofen's War—RW, The Russian Campaign—TRC, Russian Front—RF, Siege of Jerusalem—SOJ, Stellar Conquest—SC, Squad Leader—SL, Storm Over Arnhem—SOA, Tac Air—TA, Third Reich—3R, Thunder at Cassino—CASS, Titan—TT, Turning Point: Stalingrad—TPS, Up Front—UF, Victory In The Pacific—VITP, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wooden Ships & Iron Men—WSIM.

NAME _____ PHONE _____
 ADDRESS _____
 CITY _____ STATE _____ ZIP _____

This coupon is valid only for mail order purchases of complete games direct from The Avalon Hill Game Company. Each postage coupon entitles the sender to deduct up to \$1.00 from the postage charges of any order for a complete game, provided the amount deducted does not exceed the total postage charge for that order. Coupons are not valid for parts, magazines, or PHM kit orders. Shipping charges are computed according to instructions found on the current Parts List and pre-paid order forms. Any past GENERAL postage coupons previously offering different values may be used as the equal of this coupon.
 Example: Customer A lives in the USA and orders a \$15 game. His postage charge is \$4, which he may pay by sending in four postage coupons and \$15, or two postage coupons and \$17. Customer B lives in Canada and orders the same game. He must pay \$20 in US funds plus three postage coupons, or \$23 if no postage coupons are enclosed with his order.

Good for Postage Charges Only on Complete Game Purchases

\$1.00

\$1.00

CARRIER \$35.00
 Solitaire Game of the Southwest Pacific Campaign, 1942-43

INSTRUCTIONS:

Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right ("1" equating to excellent; "5", average; "9", terrible). EXCEPTION: Rate items 7a and 7b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and a half hours to play the basic scenario of *HITLER'S WAR*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 24, No. 5. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for Complexity, Year of Publication and Type (2P=two player; MP=multi-player; SO=solitaire) have been provided for your information.

- | | |
|----------------------------|-------------------------|
| 1. Overall Value | _____ |
| 2. Components | _____ |
| 2a. Mapboard | _____ |
| 2b. Counters | _____ |
| 2c. Rulebook | _____ |
| 3. Complexity | _____ |
| 3a. Avalon Hill Complexity | _____ <u>7</u> _____ |
| 4. Completeness | _____ |
| 5. Playability | _____ |
| 5a. Excitement Level | _____ |
| 5b. Play Balance | _____ |
| 6. Authenticity | _____ |
| 7. Game Length | _____ |
| 7a. Shortest | _____ |
| 7b. Longest | _____ |
| 8. Year of Publication | _____ <u>1990</u> _____ |
| 9. Type | _____ <u>SO</u> _____ |

CONTEST #154

Cryptography (code-breaking) is an essential element of warfare, and every combatant power in World War II had extensive Intelligence sections devoted to this art. Being as the readers should be versed in all aspects of the simulation of military conflict, I thought it time to test your abilities. Below is a simple substitution cypher, a short paragraph concerning one of the best-known military geniuses in history. To enter the contest, just send us the text of the paragraph in plain English. And to give you a boost, a clue: the titles of six Avalon Hill games appear in the message.

The answer to this contest may be entered on any convenient form (sorry, phone calls and electronic mail not accepted). Ten winning entries will receive a merchandise credit from The Avalon Hill Game Company. To be valid, an entry must include a numerical rating for this issue as a whole and a listing of the three best articles in the judgement of the contestant. The solution of Contest 154 will appear in Vol. 27, No. 2 and the list of winners in Vol. 27, No. 3 of *The GENERAL*.

PKNWCM SLCMGLCMBBDDMD

PKNWCM FEDDBBCCMCMBB RWAF PKNWCM FPDDGLMRCMBB
 MDCMDDRBCEMBB, CMBBBLBRGL BBRWAKAKCMMD, FEDDGL
 FRCM BBFCBFCMDDPKCMRB PKNWBBRWGESLNW PKNWCM
 SLDDAKCMFT RWAF DDPBDDMDRWGL NWBRMDMD. PKNWCM
 FRBRSL FPBRFEPKGEBCM FEDDGL FRCM FTCCMGL BRGL
 PKNWBRBBRBB BCBMRFENW DDGLRB AFBDDGLFECM
 GLBRGLCMPKCMCMGL-AFRWBBPKLW, NWRBFT
 FRBBBRMDMDBRDDGLPK GLRWBBPKNW DDAFBBBRFEDDGL
 FEDDAKFPDDBRSLGL PKNWBBRWGESLNW DDAFBBBRFLDD
 FLRWBBFPFT DDGLRB FPDDGLMRCMBBDDDBAKCMCM
 DDAFBBBRFEDD. PKNWCM BLCMDDFPWRWGLFT DDGLRB
 PKDDFEPKBRFEFT RWAF PKNWCM SLDDMDDDDDD
 FRDDPKPKMDCMFT FEDDGL FRCM FTPKGERBBRCMRB BRGL
 RBCMPKDDBRMD GEFTBRGLSL PKRWFRBBGEFL.

Issue as a whole _____ (Rate from 1 to 10, with "1" equating excellent and "10" terrible). To be valid for consideration, your contest entry must also include the three best articles, in your view:

1. _____
 2. _____
 3. _____
 NAME _____
 ADDRESS _____
 CITY _____ STATE _____ ZIP _____



AVALONCON BULLETIN BOARD

MORE LATE BREAKING VIEWS OF THE UPCOMING EVENTS IN CAMP HILL, PA

This is the last Bulletin Board before the inaugural Avaloncon on August 22nd-25th in Camp Hill, PA. Next issue the Bulletin Board will be devoted to an After Action report of the festivities. We hope you can join us for the fun, but if not we'll bring you all the details of what you missed right here.

Pre-registration for the convention has shown that approximately 80% of those booking rooms at the Penn Harris are arriving Thursday evening, so we've expanded the list of events - official and otherwise - to Thursday evening for the early arrivals. Never fear, the published starting times for your favorite events remain unchanged but we'll be adding some new ones to the program with a heavy emphasis on Thursday starts to fill the evening hours before things get hot and heavy.

Pre-registration for these last-minute events is unavailable, but as is the case with all tournaments at Avaloncon you are guaranteed a spot by being present at the announced starting time with a copy of the game. Plaques and other prizes will be awarded on an equal basis with our original events. These events are also eligible for the Team Tournament. Anyone wishing to pre-register for these events as their entry in the Team Tournament may do so simply by writing in the title on their form. Those who have already pre-registered who wish to change their game preference may do so by mail or calling 1-301-254-9200 (extension 320) by August 15th. As always, events are free to all registered attendees.

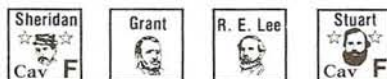


FORTRESS EUROPA has been added to the offerings on Thursday night at 6 PM as a Single Elimination tournament. Randy Heller from Lemon Grove, CA will Gamesmaster the

33.3 "Invasion" scenario. Rule 29.5 is in effect; mulberry damage occurs only on a die roll of "6". Optional rule 31.9 (31.13 in the second edition) is not in effect. Hidden German set-up units must be recorded and given to judge prior to play. The Allied player may make two paratroops; the German player may conduct one.



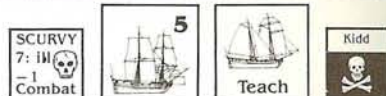
NEW WORLD will also make a 6 PM Thursday appearance in a Single Elimination tournament run by Ray Pfeiffer. As is customary with the multi-player games, the Gamesmaster will have freedom of action to allow additional players to advance to the next round in the interest of providing the optimum number of players per game in each round.



LEE VS GRANT will also start at 6 PM Thursday under the guidance of Victory Games' Kevin Boylan. Play will be in four-hour rounds using the Advanced Game rules and the Medium Game scenario (six turns). A Single Elimination format will be used with any survivors after three rounds being judged on a point basis.



Three four-player Demonstration games of the GULF STRIKE DESERT SHIELD expansion will be started at 10 AM Friday under Kevin Boylan and designer/military analyst Mark Herman. Here's your chance to see what would have happened had Saddam Hussein's army invaded Saudi Arabia in August before the Allies massed their overwhelming superior forces.



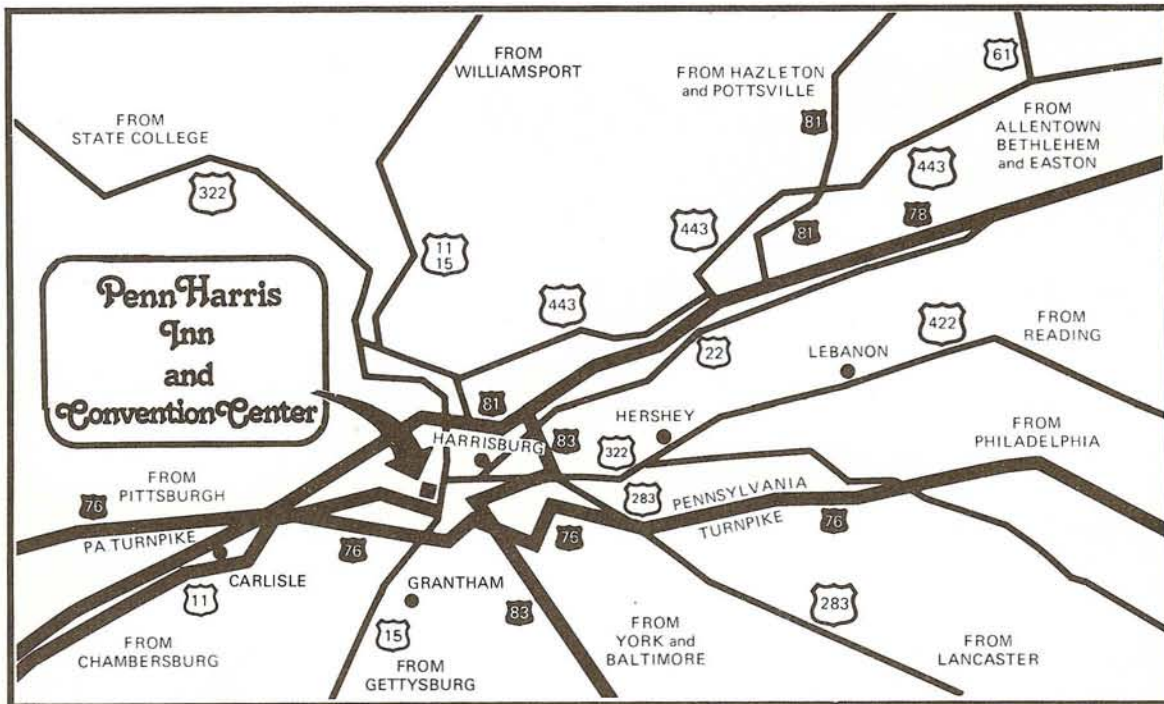
Jim Vroom hosts a Single Elimination tournament of the new BLACKBEARD game at 7 PM Saturday. Players will be grouped into games of four wherever possible with only the winners advancing. Players will be limited to two Pirates per game.



Designer Mark Herman will run a Single Elimination tournament of his new PELOPONNESIAN WAR starting at 9 AM Saturday. Players must alternate playing the Spartan and Athenian sides whenever possible. Kevin Boylan will host a four-hour solitaire tournament for CARRIER at noon on Saturday for those who would rather compete with themselves a la B-17. The scenario will be Operation "NE", which assumes that the Japanese offensive of June, 1942 was directed at the New Hebrides instead of Midway. All players will face the same Japanese Commitment Levels with identical forces.

Cliff Willis and Bill Cleary will be running a tournament in the new German sensation ADEL VERPFLICHTET on Sunday morning at 9 AM. They will also be demonstrating this extremely easy-to-learn game on Thursday evening and often throughout the convention.

FIFTH FLEET will be run by Kevin Boylan as a four-hour event on Sunday morning at 9 AM. The Battle of the Maldives scenario will be used, and each entrant will play the scenario twice, switching sides and opponents. The winner will be determined by an aggregate score combining the points gained while playing the Allied side, and the points surrendered while playing the Indian side.



TRAVEL ARRANGEMENTS

All pre-registrants to AVALONCON will be receiving a convention program in the mail weeks before the show, but for those whom the Post Office betrays or who register too late, we repeat our travel advice here.

- The Camp Hill Bus and Train station are three miles away from the Penn Harris. A taxi from either location will cost in the vicinity of \$5 to \$7.

- The Harrisburg airport provides an airport limo service to the Penn Harris for \$15 per trip. The cost can be split between multi-person parties.
- When traveling by car from the Philadelphia area, proceed west on the PA Turnpike (I-76) to Exit 17. Drive north on U.S. 15 for six miles.
- From New York, drive south on the New Jersey Turnpike to Exit 6. Proceed west on the PA Turnpike to Exit 17. Drive north on U.S. 15 for six miles.

- From Pittsburgh and points West: drive east on PA Turnpike to Exit 17 and then north on U.S. 15 for six miles.
- From York, Baltimore and Washington; drive north on I-83 to the PA Turnpike's Entrance 18. Proceed west on the Turnpike to Exit 17 and then north on U.S. 15 for six miles.
- From Hazleton, Pottsville, Upper NY State and Canada; drive south on I-81 to exit 21 (Enola). Proceed south on U.S. 11/15 for 5 1/2 miles. Turn right at the third light.



Room Reservation

August 22-25,
1991

AUGUST 22: Pre-Registration, Open Gaming, and unofficial tournaments only begin at 6 PM.

Complete the following form and return it with the required deposit to: Penn Harris Inn, P.O. Box 839, Camp Hill, PA 17001. Or call 1-800-345-PENN. We suggest you make your room reservations promptly, as we cannot guarantee availability after 8 August 1991. Be sure to fill out the form carefully, as the Penn Harris will honor only those reservations received with complete information and deposit or guarantee.

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone: _____

Arrival Date: _____

Departure Date: _____

Check-in time is 3:00 PM.

Check-out time is 1:00 PM.

Reservations which are not guaranteed by check (made out to Penn Harris Inn) or credit card will only be held until 5:00 PM.

Credit Card and Number: _____ Exp. Date: _____

Rate Per Night:

- | | |
|---|---------|
| <input type="checkbox"/> One Person/\$60.00 Plus \$3.60 | \$63.60 |
| <input type="checkbox"/> Two People/\$60.00 Plus \$3.60 | \$63.60 |
| <input type="checkbox"/> Three People/\$60.00 Plus \$3.60 | \$63.60 |
| <input type="checkbox"/> Four People/\$60.00 Plus \$3.60 | \$63.60 |

Deposit:

No more than four people per room.

I will share this room with:

Name: _____

Name: _____

Name: _____

Deposit Enclosed: _____



Throughout the weekend, the *ADVANCED THIRD REICH* design team and playtesters will be on hand playing and organizing demonstration games. The fun will start Thursday evening at 6 PM. Fourth edition players are encouraged to stop by to discuss and/or play the new edition. *ADVANCED THIRD REICH* rules and articles will be available. For players who want to play the playtesters a limited number of advance copies of the rules will be available, and you are encouraged to contact Conrad Struckman, 110 W. Marshall St., Ithaca, NY 14850 in advance.



Ken Whitesell brings a host of newly designed scenarios to an old favorite while hosting *PANZER-BLITZ*. The event will be Single Elimination until the field is reduced to 16, at which point Double Elimination will commence. Standard rules will prevail throughout.

AREA postal champ Tom Oleson will put his title on the line in hosting the eleven-turn basic game of *ANZIO* in a Single Elimination format. Finalists may mutually agree to a longer or more advanced version. For Play Balance purposes, the Allies will receive a ten step Replacement bonus for control of Napoli.



Designer Neal Schlaffer will be on hand to administer the *ENEMY IN SIGHT* tournament in a Single Elimination format Saturday afternoon. As with the other multi-player games, depending on the number of entrants a certain number of high-placing non-winners may advance to the next round for purposes of providing a full game.

1830 and *CIVILIZATION* will be run by Ray Pfeiffer and Nick Atlas respectively in either two or three rounds dependent on the number of entrants. Play will be single elimination, but the GM will have freedom to allow a certain number of non-winning high finishers to advance for purposes of fielding a full game in the next round. In each case, the GM will announce prior to play the requirements for advancement.

Grogards will recognize the name of Charles Hickok, an advertiser in the very first issue of *The GENERAL*. He will be on hand to run a single elimination tournament of *PANZERGRUPPE GUDERIAN*. The GM will randomly determine the movement status of each Soviet Army for each round before players determine sides by sealed Victory Point bids. For more detailed information on the tournament rules, send a SASE with your questions to Mr. Hickok (250 Hidden Valley Lane, Harrisburg, PA 17112).

And what would AvalonCon be without Tom Shaw hosting a *FOOTBALL STRATEGY* event? Plenty of the members of the Avalon Hill Football Strategy League will be on hand to make sure he doesn't walk off with the honors.

Other games on tap will include: *BULGE '91*, *WATERLOO*, *STALINGRAD*, *THIRD REICH*, *WS&IM*, *BRITANNIA*, *KINGMAKER*, *FLIGHT LEADER*, *WAR AT SEA*, *CIRCUS MAXIMUS* and *ATTACK SUB*. Stay tuned for more details in future issues.